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AUGUST 1990

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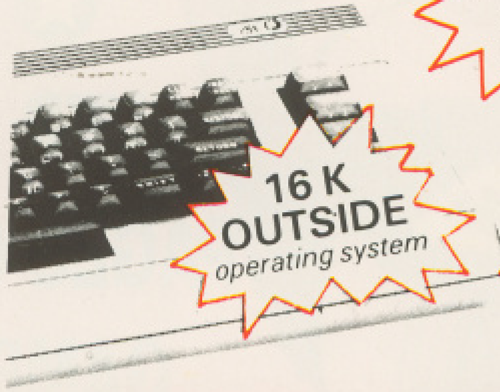
* POWER TOOLKIT
* POWER MONITOR
* TAPE & DISK TURBO
* PRINTERTOOL
* POWER RESET
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RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
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The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

BLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
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A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

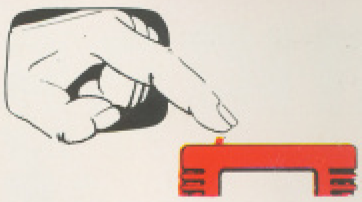
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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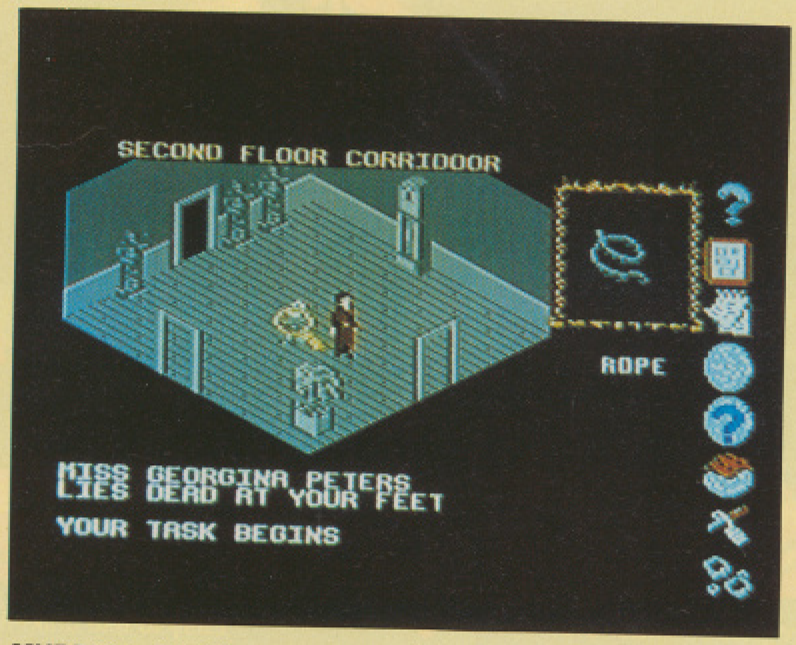
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REVIEWS

ON THE TAPE

This is our seventh YC hot tape and we've got three excellent games that have only ever been published before on our sister title Commodore Disk User (priced £2.75 from the place you bought this - Is that plug goo enough Paul?), although only ever on disk. Now tape users get a chance to play original games of such a high quality.

FEATUROONIES



MURDER - The Cover game, and a stonkingly good one to boot. You get a chance to wander around an Edwardian Mansion questioning people about their love lives, eating habits, favourite activities, and movements (ooer!), it's a bit like doing a company profile!!!



KENNY DALGLISH SOCCER MATCH - Could this be the best football game ever? . . . No not a chance. If you want a good laugh look at the screenshots and you'll be rolling around on the floor for ages (a bit like an Italian Footballer)!

REGULARS

POSTERS





YC - THE PHOENIX THAT RISES FROM THE ASHES

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- **DISK COPY** - Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.
- **TAPE TURBO** - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
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- **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
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But First This..

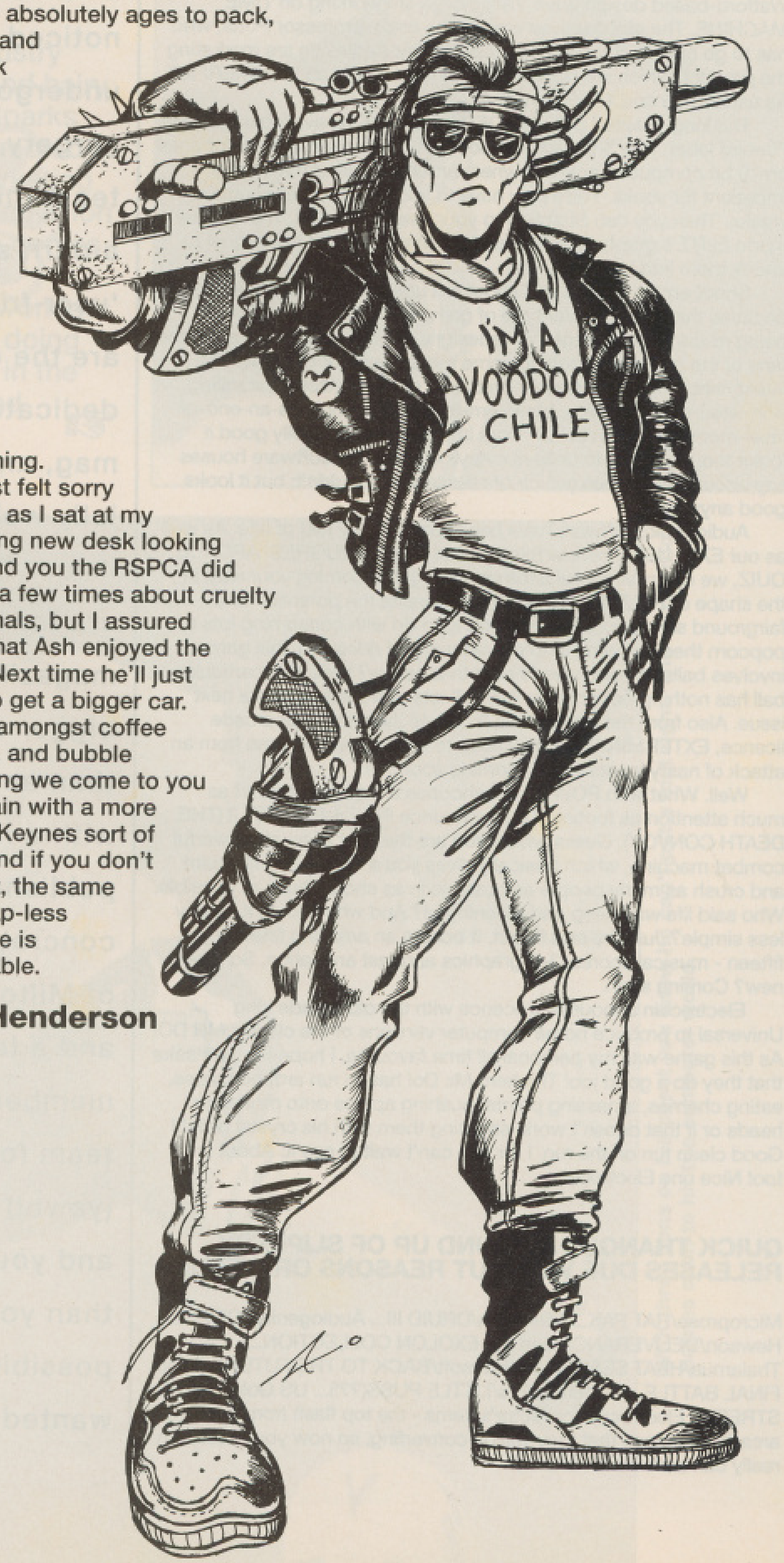
Did you notice that something was missing in your lives for just one month? Was there a big gap? Did you wander around with your gob gaping open in a dull numbness? Well, I can solve your mystery illness with a few select words, "we missed a month". I hope that's answered your queries, no more letters to Arthur C. Clarke. "But", I hear you cry, "Why?"

Go and look at the masthead, and in particular the address. Go on, I'll wait here... Tum... Tum... Te... Tummmm... Right, notice anything different? Yep, we've moved, no more Hemel Hempstead for us roving reporters, no siree, hello Milton Keynes, and hello new publisher. "But" you say again, "This still doesn't answer why you missed a month!"

Ah, but it does, you see we had so much stuff to move that it took Ashley absolutely ages to pack, clean, and unpack everything. I almost felt sorry for him as I sat at my spanking new desk looking on, mind you the RSPCA did phone a few times about cruelty to animals, but I assured them that Ash enjoyed the work. Next time he'll just have to get a bigger car.

So amongst coffee chests, and bubble wrapping we come to you yet again with a more Milton Keynes sort of mag, and if you don't enjoy it, the same kneecap-less violence is applicable.

Rik Henderson



THANGS TO COME

A look at tomorrow's new releases - yesterday.

It's 1999, it's cold and it's a strike for truth, justice and the non-toxic American way. SNOW STRIKE is a rather new approach to the problem of drug abuse. The president of America has authorized an F14-LCB COSMOS plane to wipe the drug barons from the Earth's surface. Armed only with your wits, lots of stonky ammo and the plane, you must attempt to do just that. Odd that a game so concerned with cold should be released in August but there you are. Available from US Gold, at 9.99 on cassette and 14.99 on disk, hopefully as you read this.

Footy games seem to be clearing up on the new release front currently. Just because Cameroon didn't quite make it to the semis in real life doesn't mean they couldn't on the 64. Look out for SUBBUTEO, coming your way soon from Goliath Games. Apparently the programmer is trying to make the game tougher to beat so if it's too hard when they release it you know who to blame!

Following on the huge sucess of their first project HAMMERFIST, Watford-based design team Vivid Image are working on TIME MACHINE. The plot revolves around the crazy professor Potts, who has to go back in time and alter his destiny. Activision are marketing the product, which will no doubt be at least as big as HAMMERFIST. As usual, 9.99 and 14.99 the prices.

The long-awaited STARGLIDER II will soon be available from the Firebird label. This 3-D vector shoot em up has been around for ages on 16 bit computers and 64 owners around the land have been impatient for yonks. You'll only have to yonk for another couple of weeks. Then you can Starglide to your heart's content. The original made ELITE's graphics look staid so you can expect the sequel to knock them into last century.

Shoot em ups come and shoot em ups go. They don't actually, because the most popular type of game since the year dot is still being re-done, repackaged or redesigned in the hope of pleasing the fans of the genre (and getting some more dosh out of them). The latest reincarnation to appear on the 64 of the horizontal-scrolling, ooh-what-nice-graphics, blow=em-to-bits, look-out, it's-an-end-of-level-monster is POWER UP from Impressions. And jolly good it looks too, if you are to believe everything that the software houses say about their games (which of course you shouldn't; but it looks good anyway).

Audiogenic Software have been terribly busy just of late. As well as our EXCLUSIVE review this issue of EMLYN HUGHES' ARCADE QUIZ, we can now reveal another great game coming your way, in the shape of HELTER SKELTER. No, despite the potential for a fairground simulation, it's got nothing to do with consuming lots of popcorn then throwing it up on various wild rides. No, this game involves balls. Where have I heard that before? Well, this particular ball has nothing better to do then kill lots of monsters. More next issue. Also from the Harrovians(?) comes their first ever arcade licence, EXTERMINATOR. You have to rid a suberbian area from an attack of nasty insects. Both coming soon.

Well. What with POWER UP, shooties are getting almost as much attention as footies. Titus announce FIRE & FORGET II (THE DEATH CONVOY). Guess what? You are the pilot of an all-powerful combat machine, which basically gives you a licence to kill, maim and crush as many people as possible in as short a time as possible. Who said life was deep and meaningful? And why should it be any less simple? Just fire and forget. It boasts an amazing fifteen - yes fifteen - musical scores, 3-D graphics and fast animation. So what's new? Coming soon.

Electrocoin announce a licence with the old arcade king Universal to produce home computer versions of the classic MR DO! As this game was my personal all time favourite, I hope for their sake that they do a good job! The hero Mr. Do! has to run around mazes, eating cherries, amassing points, pushing apples onto monsters' heads or if that doesn't work, shooting them with his crystal balls!!! Good clean fun on the run. I for one can't wait to see it. About time too! Nice one Electrocoin.

QUICK THANGS - A ROUND UP OF SLIPPERY RELEASES DUE WITHOUT REASONS OR DETAILS

Microprose/RAT PAK... Millenium/DRUID III... Audiogenic/LOOPS... Hewson/DELIVERANCE and the EXOLON COLLECTION... Thalamus/HEAT SEEKER... Mirrorsoft/BACK TO THE FUTURE II and FINAL BATTLE... Codemasters/LITTLE PUSS(??!)... US Gold/MEAN STREET... Electrocoin/collector's items - the top flash from the arcade machines that they will be converting, so now your bedroom really can look like an arcade!

DATA

With Mr. Spam

WELCOME TO THE NEW LOOK YC

As you may have noticed, YC has undergone major surgery, and the team think that it is a darn sight more 'user-friendly'. We are the only C64 dedicated games mag, and we're jolly well proud of it too. This is a new era for the magazine with bigger whatsits than any other, so with a new publisher, the concrete splendor of Milton Keynes, and a few NEW members of the YC team forget the (yawn!) other rags and you'll get more than you could possibly have wanted from us!!!

CRUISE INTO THE SCENE

Watch out girlies, Tom's here, although there's absolutely no need to stick your fingers down your throats as there is a game coming based on his exploits in his latest film 'Days of Thunder'.

Days features the exploits of oor Tom as he strives to win the ultimate Stock Car race at Daytona, and the Commy 64 version will be written by Tiertex Ltd., famous for the excellent Italy 1990. It should be available around October, a short while after the film's release.

THE CROWD GO BANANAS

Krisalis, the company that put Yoo into Manchester Yoonited, is to hit us with another footy game in the shape of John Barnes (well, probably in a box-sort-of shape really, but you get the grasp of it!)

The England man, who has one more season left on his Liverpool contract, with be roaring into your shops around the start of the footy season.

ARTS' SPARKS (AND BODY PARTS)

Rainbow Arts, the company behind the two excellent hits X-Out and Turrican, is at it again, but grab for the bucket as its latest is a new step in the sickeningly cute wave.

Apprentice is a platform game with a touch of adventuring to be done, all in the mould of the Japanese style arcade games. The hero this time is a small wizard who must progress from level to level solving doofers, and unlocking oojamaflips. It is all done in the nicest possible way and we at YC are waiting in eager anticipation to see if it's any bit as good as Rainbow Islands and Flimbo's Quest (the cornerstones of the genre).

LEISURE SUIT LARRY HITS THE BIG TIME

Erstwhile industry personality, and hairy dude, Larry Sparks has been promoted to European marketing manager of Activision (UK) Ltd. This comes as no surprise although YC wonders if he'll still be doing his tea round in the Reading based offices. ☞





With three lions on his chest you know he can't put a foot right. The wonderboy Barnes soon to hit the computer world.



TWO DOWN (BUT WITH INJURY TIME BEING PLAYED)

The major shock of the computer world (for the minute, anyway) was the recent demise of both Tynesoft, and Grandslam. Both companies have had their ups and downs in the way of releases and both have felt the bite of a particularly savage Spring.

This means that neither company will release any impending titles, although Thalion (the German based company, whose sales and marketing were being performed by Grandslam) is to continue to release product in this country through US Gold. And Horrorsoft is currently seeking another company to take over the sales and marketing for its Elvira game.

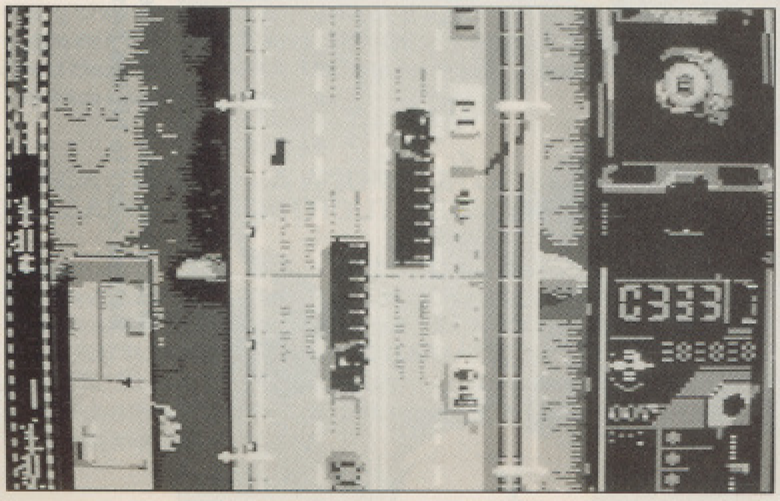
Our immediate concern though is, who's going to run the charity footy match this year, eh?

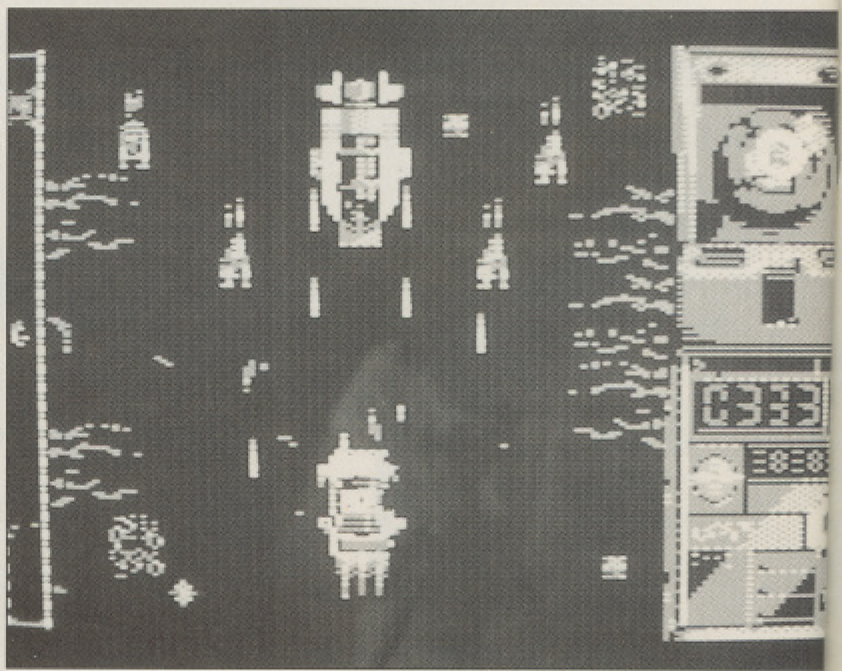
MOORE OF THE SAME

To continue the tradition of game releases featuring Britain's best loved (and more promiscuous) spy, Domark has The Spy Who Loved Me coming out in September. There is some nostalgia attached to this one as it was the first Bond movie that Rik saw in the cinema, and even then, apparently, the projector broke down and he got his money back after only seeing the first half. The game though, should not be as tragic considering the track record of recent Bond games, although those who remember A View to a Kill may tread a little lightly.









CHEATS ALWAYS PROSPER

Hot Shot Entertainments has launched a new way for you to spend uncanny amounts of dosh, in the way of one of those 0898 numbers. This one though could be the lifeline of many a stuck gamester.

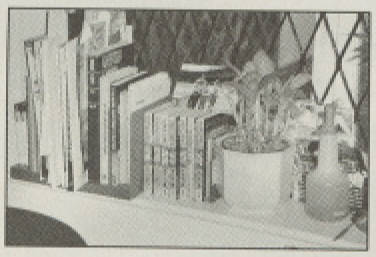
The Megatip Gamesline promises to deliver the hot secrets of the latest games, although it will cost you 25p per minute at cheap rate and 38p per minute at any other time.

We'd recommend that you use our Scum of the Earth pages to find out the solutions to your probs, it's a lot cheaper, but if you're adamant (Not if your Adam Ant!) try ringing 0898 299388. There'll be a report in a later issue about lines like this...



THROUGH THE KEYHOLE...

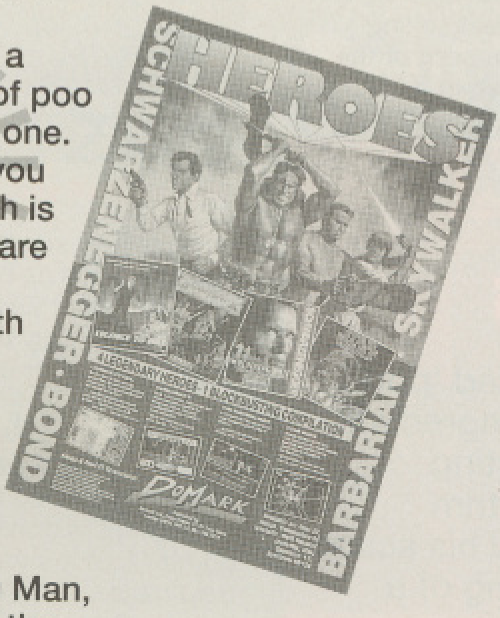
The first YC reader to guess correctly the games company whose office that these shots were taken in (there are clues!!!) will win loads of software (£50 worth, oooo!), send your entries to: Cor, What a Grubby Office Compo, YC, Alphavite Publishing Ltd., 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF.



CALLING OUT FOR A...

Heroes is a new compilation that features two great games, one mediocre, and a steaming pile of poo if ever we saw one. I'll leave it for you to decide which is which but beware of Austrian musclemen with unbelievably long surnames.

Containing Licence to Kill, Barbarian II, The Running Man, and Star Wars, the Commy 64 version will set you back £14.99 for the cassette version, and £19.99 for the disk.



THE DREAM TEAM

Just who the hell writes the reviews? Who do they think they are telling you what games are good, and what's not? Why do they all have outrageous hairstyles?

We don't know the answer to the last one, but here's a guide to the reviewers...

Rik "Poirot" Henderson - Editor

Rik's favourite kind of game-like thang is undoubtedly footy management games. He does like the ocassional footy non-management game too, and he has been seen spending a lot of time on Sim-City and a few of the older shoot-em-ups. He loves telling jokes, and everybody else loves to wear cotton wool in their ears when he's doing so.

Ashley "Raffles" Cotter-Cairns - Games Editor

There isn't a game on this planet that Ash would admit to being bad at, and cutesy games seem to be his personal fave. He used to own an Amstrad, but claims that he's a lot better since Rik sent him on the 'naff computer rehabilitation course'. Now he spends a lot of his time sitting in the corner going "Um".

Beverly "Miss Marple" Gardner - Contributor

Beverly is ex-PR starlet from Audiogenic and Domark, so she knows what's going down when it comes to games. Budget games seem to appeal more to her than arcade licenses, and on YC payments one could propably work out why.

THE SKOREBOX

Each game is given different ratings in the form of a wonderful froody skorebox (notice the change of letter from 'c' to 'k' in order to make it even more fashionable).

Graphics (out of 10) - This is what we think the games appeal is presentation wise and graphically.

Sonics (out of 10) - Does the music grate? Do the sound FX come across as realistic?

Fix Factor (out of 10) - This is what we think the instant appeal of a game is like. Does it grab your attention straight away? Or is it too hard to get into?

Half-Life (out of 10) - How long will the game retain your interest? Minutes? Hours? Days?

Overall (out of 100) - This is the personal rating given by the reviewer of how good they think the game is.

00-25 This game is so abysmal that the only reason anybody would ever want to see it is for novelty value.

26-50 Incredibly dull, and not interesting in the slightest. Watch 'Hitman and Her' and you'll get the general idea of what I'm talking about.

51-75 Not too awful, and probably somebody's cup of tea, although we'd rather stick to ginger beer.

76-84 A good game with more going for it than most. It'd be best to check these ones out in the shop before you buy them.

85-99 Go out and buy immediately, these games are hot. So hot in fact that you'd be done for taking them into a no-smoking area. Any game getting this score are announced as YC Fun Ones (the YC seal of recommendation).

100
No game has ever got this rating, and any game to ever get this would be the best that anybody could ever do on the commy 64. You'll know when a game this good comes around because all the games players in the world would wander around and bump into lamposts and things.

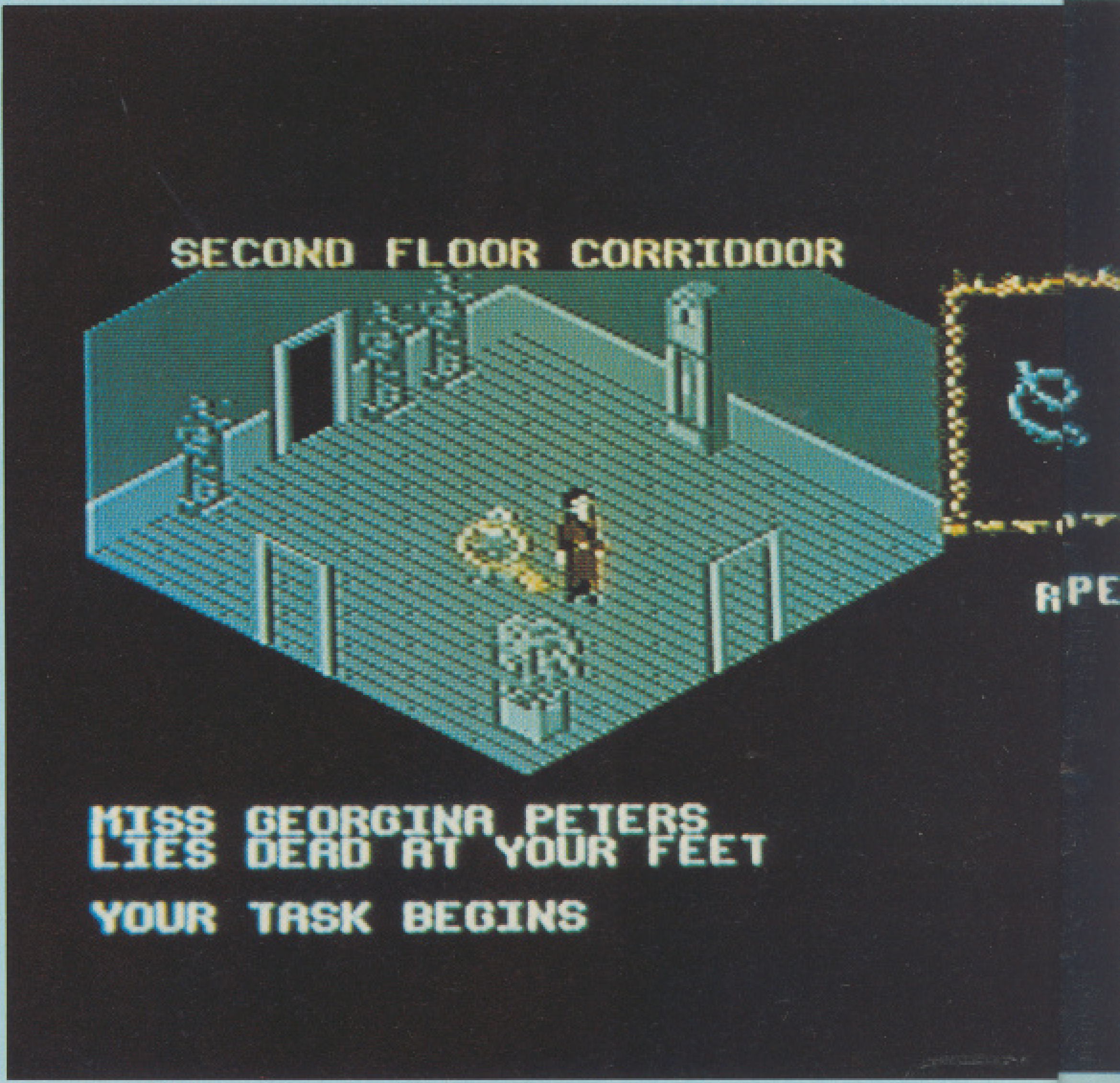


MURDE



US GOLD - £9.99 Tape, £14.99 Disk

RIK extracts his magnifying glass from his breast pocket and searches for clues in this latest grisly-game from the Brummy company.

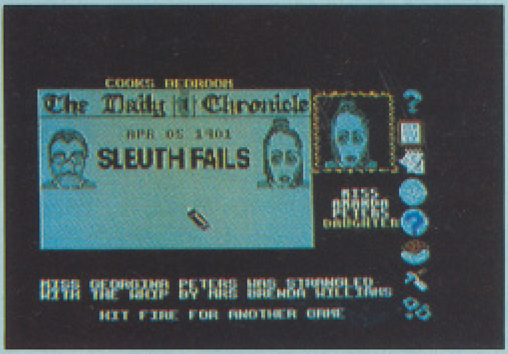


She probably tripped over, stupid old cow!

I've always had my doubts about sleuths like Jessica Fletcher, Hercule Poirot, and even dear old Miss Marple, because everywhere they go there seems to be a murder. If I had my way, I'd lock them all up and the world would be a jolly safer place, but then there'd be no mysteries to solve, and we can't have that, can we?

In fact there is nothing quite like a good bit of sleuthing and Murder emphasises this. It is a game that takes the idea of Cluedo and expands upon it zillions of times, so much so that the game contains nearly 3,000,000 different murders and solutions (lots of endless nights methinks). This is due to the options page at the beginning of the game. In a newspaper-like display you can change the date of the murder, the name of the house, the type of house and the difficulty level, each one has an effect on the murder itself. You can also choose the features of your male sleuth, in photokit fashion, but the only effect this has is to come up with a name for you.

Once done it is time to get down to business, and you have only two hours before the rozzers come to sort out the mess themselves, thereby spoiling all your spiffing fun and halting another best selling novel. You start in the room of the murder, which is shown in a 3D



I did not, I tell you!

perspective, similar to that used on such classics as Head over Heals and The Great Escape, but you will find immediately that this game has nigh on no other comparison with any of those.

All the controls in the game are run by joystick, via handy icons scattered around the screen. Even movement is done by moving your pointer (put it away Jenkins) to your destination and pressing the fire button. Pressing the space bar however changes your pointer into a

Fax

Yuck!

Sweeny Todd was best known for his so-called 'pork' pies. It was later discovered that the secret ingredient that had made them so tasty were unsuspecting customers that visited his barber shop for a trim round the back. The police finally discovered his scam when a pork pie was found containing the ring of a missing person.

R!

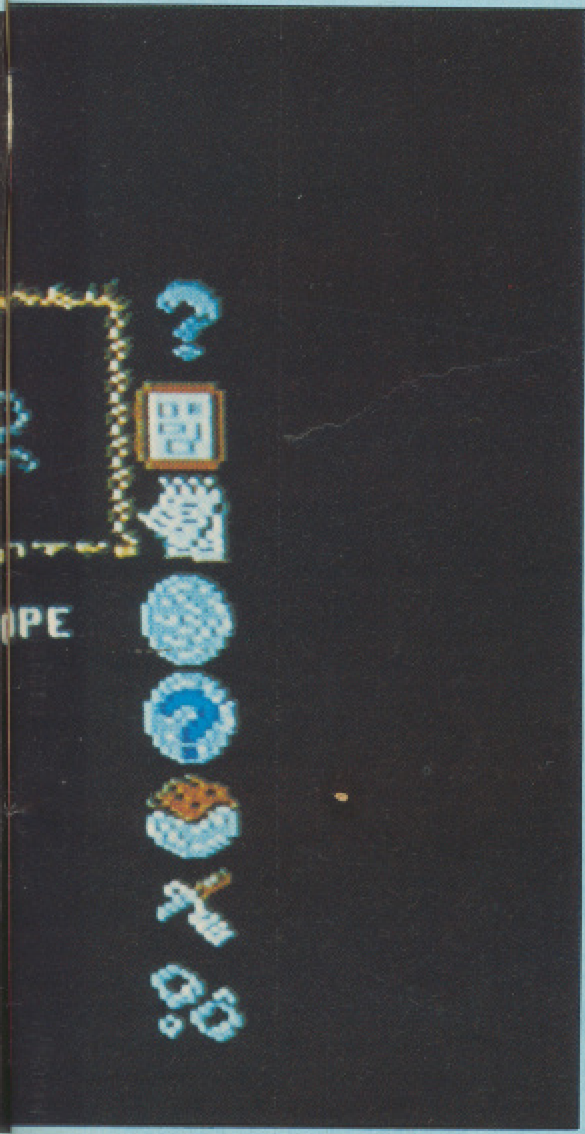
magnifying glass, which allows you to examine objects and people on the screen. If you come across an item that you think is of particular interest you can dust it for fingerprints. If you find one, you can store it in your fingerprint file and even wipe the object clean afterwards, which allows you to wait until somebody else picks it up and therefore getting their fingerprint.

You can also question all the guests and staff in the house by pointing your spy glass at them and selecting the Question icon (makes sense really). This brings up a new screen with more icons on it, and using a small amount of swapping and changing you can get them to tell you all that they know about everybody, everything, and everywhere. Each answer that they give, if you deem it interesting, you can store in your notebook, which once called up will have every piece of information filed in different categories. For example if Mr. Bertie Blenkinsop said that Mrs. Hilda Snogbucket was blackmailing the victim, then that information would be filed under Bertie's personal file, Mrs. Snogbucket's, the victim's, and even under clues.

Depending on what sort of building you have chosen you can wander around it at free will, exploring any room you feel necessary and cross-examining any person. There are, generally, different floors to be visited, and so that you do not get lost, there is a map available to you (when you choose the map icon).

When you feel you know what object was used in the murder you can pick it up and confront the murderer with it, this will result in the newspaper showing up again with either congratulations for the super sleuth, or a story announcing your suspect's innocence. If you fail though, you can always choose that same murder again as they are not random.

Murder is immaculate in presentation, and the black-and-white graphics for the movement screen create just the right atmosphere. This is not everyones cup of tea, due to the complexity of each separate murder, and even the simplest one will take a fair while to suss-out correctly, let alone 3 million of them. For those though with more intelligence than a piece of popcorn, and are willing to use it when they play games, this is THE game to play. Murder could well be the top game of 1990.

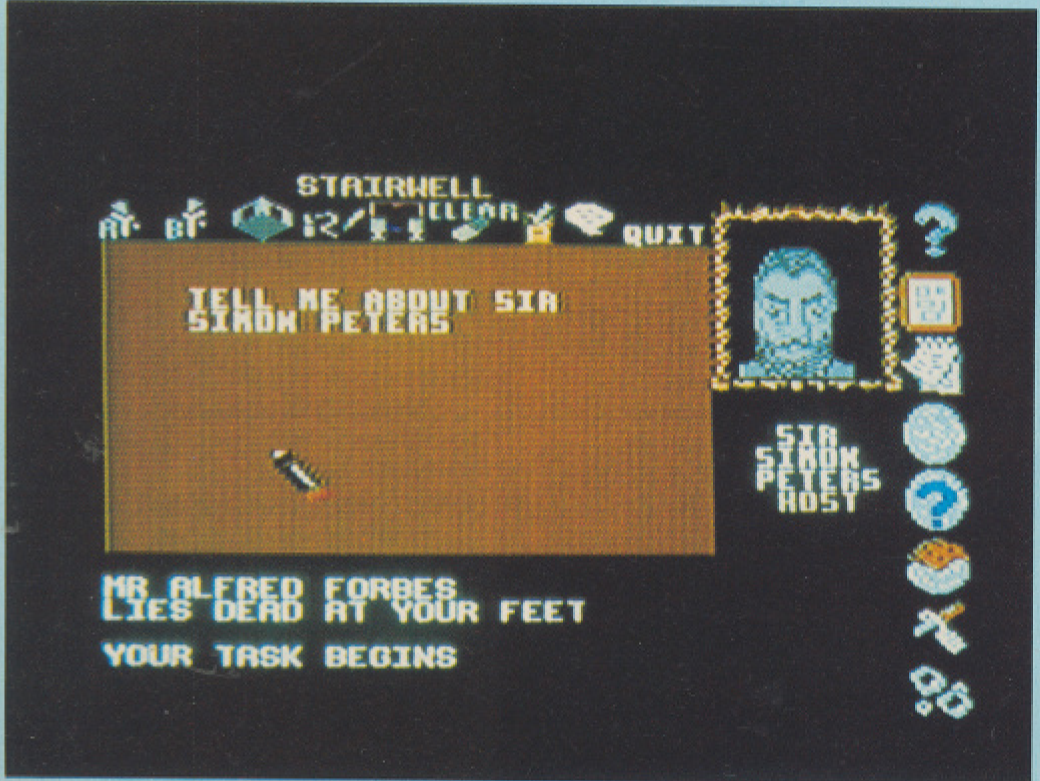


Fax



From Killer to Murder

The designer of Murder is none other than Jason Kingsley, who is better known for performing the graphical sequences for Adamski's Killer video. He is also a published author and is currently acting in a film with Michael Palin.



God, this could take all night.

skorebox

9 8
8 10

overall 92

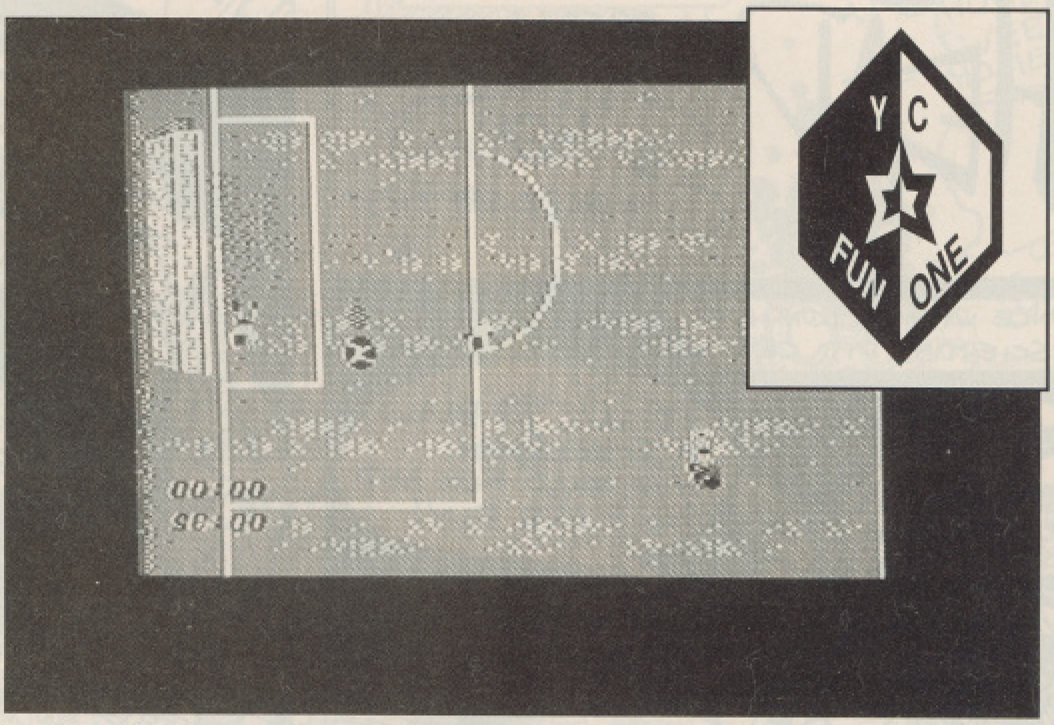
review EXCLUSIVE

MANCHESTER UNITED



KRISALIS - £9.99 Tape, £14.99 Disk

You may be wondering why a Liverpool supporter like RIK is reviewing a game with Man Yoo as it's title. So is he...



Another stunning save from the incredible keeper, can't be Jim Leighton then!

I dislike Manchester United as a footy team, I remember seeing their 3-1 win over us on New Years day 1989 and since then I've despised the way they play. There are also many others like me, and this makes the move to have a game solely for the one club, and to be honest any club, baffling as it alienates so many game players.

That said, most Liverpool, Man City, Arsenal, etc. fans should not judge a book by it's cover as this game is definitely the most playable football game to hit the stands. It is a duel game, and a rather unique one at that, in the fact that it combines the action aspect of most footy games, and the managerial side in an even more complex way than the great Football Manager (I'm talking about the game, and certainly not Alex Ferguson), and when both are combined it's pretty hot stuff.

The management section is the first to load and contains more features than a lot of games that offer this sole aspect. It is all icon driven, and all controlled via the joystick, thus making life a lot easier for the real Man Utd supporters (YC would like to apologise to all Manchester United supporters, if you'd like to reply to Rik's unending abuse write to Post Apocalypse!). There are icons for training, fitness, transfer market, team list, newspaper headlines, and other options that help make this half of the game fully complete. And once everything has been chosen (including making the team abilities for the opposition a mite lower than your own) it is off to the other side of the tape and the match itself.

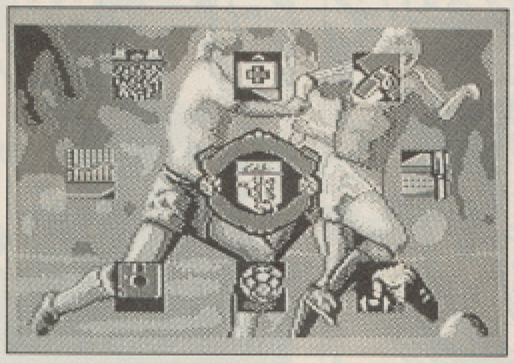
Once this has loaded, and it doesn't take long, you have the chance to either watch your team's performance under the far better control of the computer, or you can participate yourself. The gameplay is much like Italy 1990, although the pitch scrolls from left to right, and not vertically.

When the match is over, it's back to the management section to perform your tasks all over again. There is the full first division to play home and away and both the FA and Littlewoods Cups, making it a long term prospect, especially for cassette users. I was more than impressed at the whole package and I would recommend that any fan of football should give this game a whirl, and like our good friend Willy said "A rose by any other name can still get a good cross in"!

Fax

Twist My Melons Man

Apart from its football teams Manchester is also famous for its trend setting pop groups. Some famous bands to come from Manchester are The Smiths, The Stone Roses, Inspiral Carpets, and Happy Mondays. And what does "Twist my melons man" mean anyway?



Coo, look at the options.

skorebox

9 8

8 9

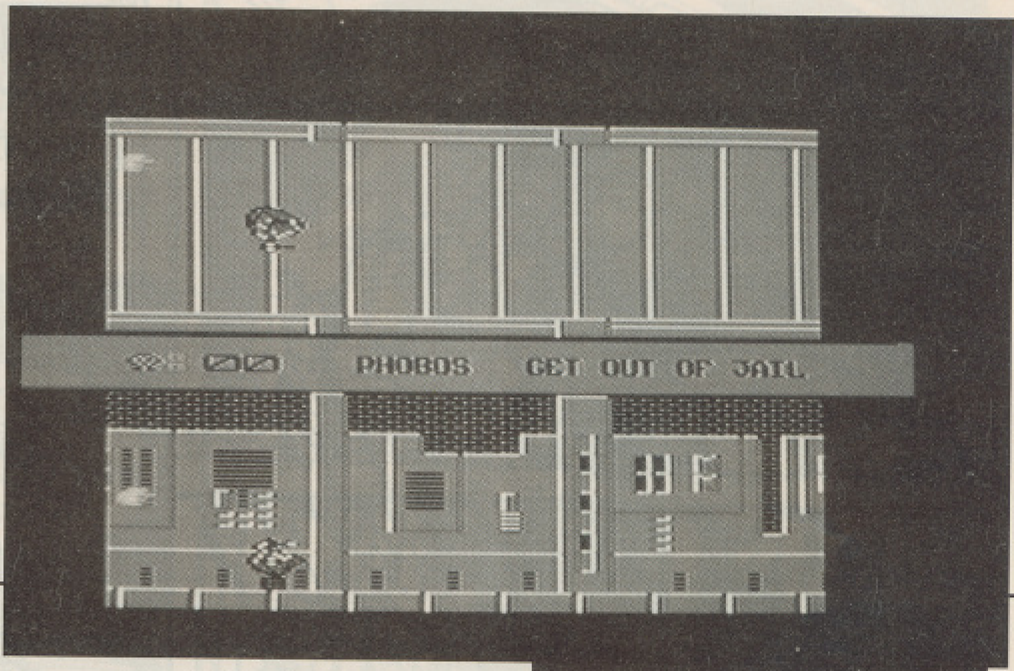
overall 91


WORDZ BY RIK HENDERSON ★ PICTUREZ BY CAM SMITH ★ LETTERZ BY PETER RABBIT (HOP! BOING!)
FLAME ☆ HEAD
FLAME'S ORIGIN - AS TOLD BY FRED SPOTTYBOTTOM, A FAILED POET FROM KENSAL GREEN!
'ROOTS' PART THE FIRST
ONCE UPON A LONG AGO, A SCIENTIST DID CRY,
I'D LUV TO BUILD A SOOPERMAN, WHO COULD RUN AND JUMP AND FLY!
WELL HE'D JUST READ 'FANTASTIC FOUR' NUMBER FIFTY FIVE!
THE HUMAN TORCH WAS HIS FAVE, 'CAUSE HE LIKED A HEALTHY FIRE, SO HE TRIED TO MAKE A REPLICA OUT OF CARD AND BITS OF WIRE.
GLUE
HIS MONEY MATTERS WERE VERY BAD AND LOOKING RATHER DIRE!
ONCE THIS GOD WAS BUILT. HE POURED PETROL OVER IT, AND THREW ON A LIGHTED MATCH SO THAT EVERYTHING WAS LIT. BUT ONLY THE HAIR CAUGHT ALIGHT AND DID HE FEEL A TWIT!
HE PLUGGED IT IN THE MAINS AND IT MOVED AN INCH OR TWO. ITS LIMBS DID WAVE AND TREMBLE, BUT ITS FACE TURNED MAUVE AND BLUE.
BECAUSE WHEN IT CAME TO BREATHING IT HADN'T GOT A CLUE!


THE PROF RAISED HIM LIKE A CHILD, AND 'FLAMEHEAD' WAS HIS NAME. HE TAUGHT HIM TO USE HIS HANDS TO RIP AND TEAR AND MAIM.
BUT EVER SINCE HE FOUND A GUN HE WAS NEVER QUITE THE SAME!!!
BUT LIKE EVERY OTHER STORY THE ENDING IS QUITE SAD. THE PROF WHO HAD INVENTED FLAME, AND HAD REALLY BEEN HIS DAD, DISAPPEARED WITHOUT A TRACE SO FLAME SAID,
HOME WEET HOME
OH, TOO BAD!
DAILY DULLARD
SCIENTIST KIDNAPPED BY MIDDLE EAST FUNDEMENTALISTS
GABBA GABBA HEY!
EAT THE POOR' SAYS MAGGIE
AND FLAME BECAME A LEGEND IN SPECS AND VESTS AND BOOTS, WHO TAKES GREAT PRIDE FROM SHOOTING MEN IN BAGGY SUITS.
BUT NOW HE'S OFF ADVENTURING TO TRY AND FIND HIS ROOTS.
NEXT: ROOTBEER-NO ICE!

ON THE TAPE

And so the seventh tape did come to pass, and the readers did rejoice, for there were not two mega stonkingly good games (like other 'free' cassettes on other C64 mags) but three, and all of them never seen on cassette before. Yippee! Hoorah!...



Running Order:

Side A: Phobos, Limbo.
Side B: Frogs in Space.

PHOBOS

Here you are, a harmless wimp of a guy that controls a walking/flying machine. So what's wrong with that? Well, unfortunately you're locked away in jail 'X'.

Now for some people this might just be fine, but not for you. No siree, your only ambition now is to break out and regain your freedom. In order to achieve this task you will have to negotiate four levels of aliens, which get more and more devious the further you go.

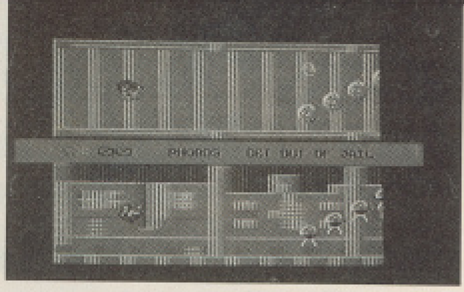
The screen in split into two different views, the top one being from overhead and the bottom being seen from the side. In order to destroy an alien you must align both top and bottom views of your craft to the approaching little sucker.

On level one you must destroy 20 aliens, 30 on level two, 40 on level three, and (er...) 50 on level four. When you've managed this awsome task, you have succeeded in breaking out. Whenever you start a fresh level, remember where you were teleported into it (both top and bottom). This is where your exit will be.

There are no 'lives' in the normal sense, but every time you hit an alien or a bomb, your score will reset to zero and you will start again (on the same level). To stop playing, simply press the 'RESTORE' key and the title page will appear. When you restart you will start from the level that you quit from, but with a score of zero.

Controls

Joystick control changes slightly depending on whether you are flying or walking. If you are walking, joystick left moves your top screen man up



(ie. to the right). Joystick up moves your bottom screen man up to flying position.

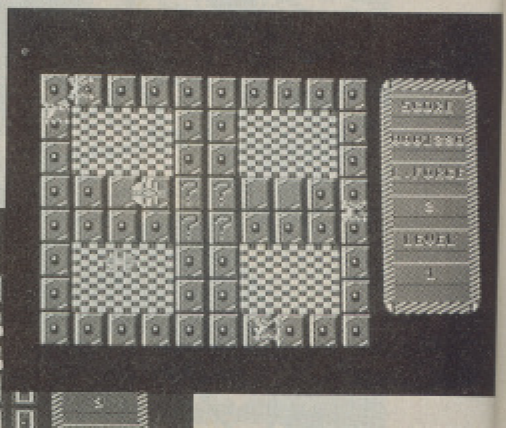
If your bottom screen man is already flying then joystick up and down change slightly. Joystick up moves your bottom screen man higher and faster, and joystick down makes your bottom screen man lose height and slow down or land. (If, like Ash, you are a games-playing mega-god then you will find no probs with the above controls. Those of us firmly rooted to mother Earth will need to perservere a tad).

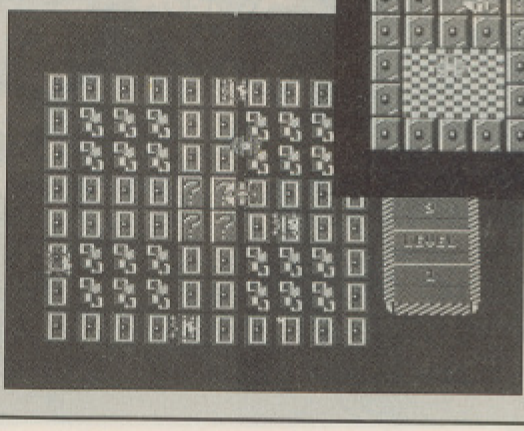
LIMBO

This is NOT a dance simulator but a steamingly good arcade/strategy number, so plug your joystick into port two (that's the second port for footy hooligans!) and wibble it around a bit. It won't get you anywhere so you'll probably have to think a little too.

The idea of the game (are you sitting comfortably) is to clear all of the cells off each screen by moving your droid over them. You can also take your chance by activating question mark blocks, some of which are good, but some are pretty much pooey.

The game is dead simple to play as all you have to do is clear each zone of cells whilst avoiding the guards and 'dangerous' blocks. On some screens there is a lift that will carry you to other parts of the zone. To board it simply press fire when you are touching it and release fire when you want to get off. The first lift appears on Zone 1 and is represented by a spinning disk.



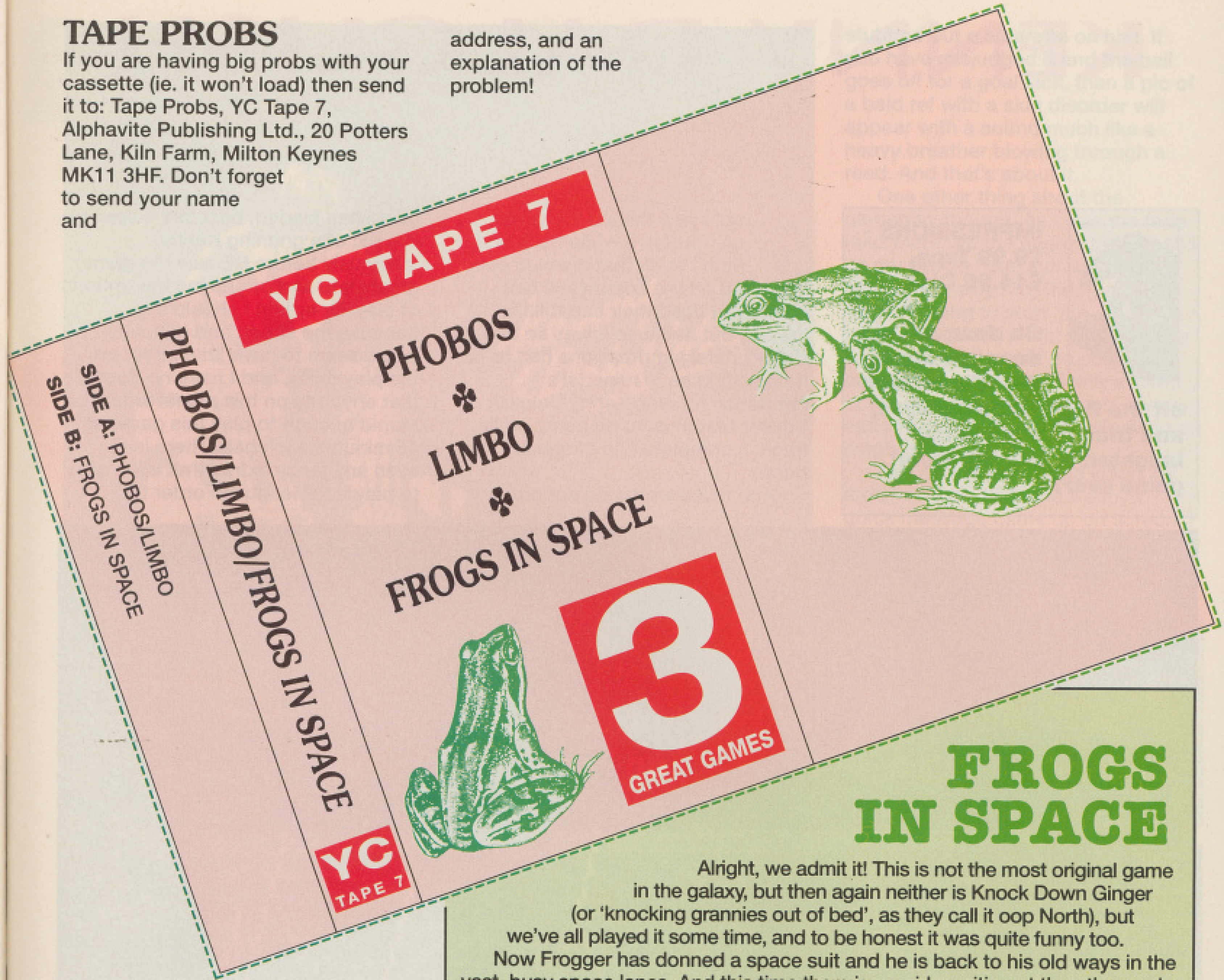


Other Blocks

Other than the cell blocks there are the

TAPE PROBS

If you are having big probs with your cassette (ie. it won't load) then send it to: Tape Probs, YC Tape 7, Alphavite Publishing Ltd., 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF. Don't forget to send your name and address, and an explanation of the problem!



following:

Teleporters - The first of these appears on screen 3 and is represented by a block with a smaller flashing block in the centre.

Question Marks - To activate one of these move to it's centre and press the fire button. A number of things can happen including: Strobe, Speed Up Droid, Slow Down Droid, and Warp to the Next Level. Question Marks can also change into other blocks.

Smiling Face Blocks - Touching one of these will give you an extra life.

Skulls - Touch one of these and you lose some life-force.

Level 7 sees the introduction of disappearing blocks.

The game will end when your life-force has run out. When you are losing life-force the two squares in the bottom border will flash.

FROGS IN SPACE

Alright, we admit it! This is not the most original game in the galaxy, but then again neither is Knock Down Ginger (or 'knocking grannies out of bed', as they call it oop North), but we've all played it some time, and to be honest it was quite funny too.

Now Frogger has donned a space suit and he is back to his old ways in the vast, busy space lanes. And this time there is no girly waiting at the other end.

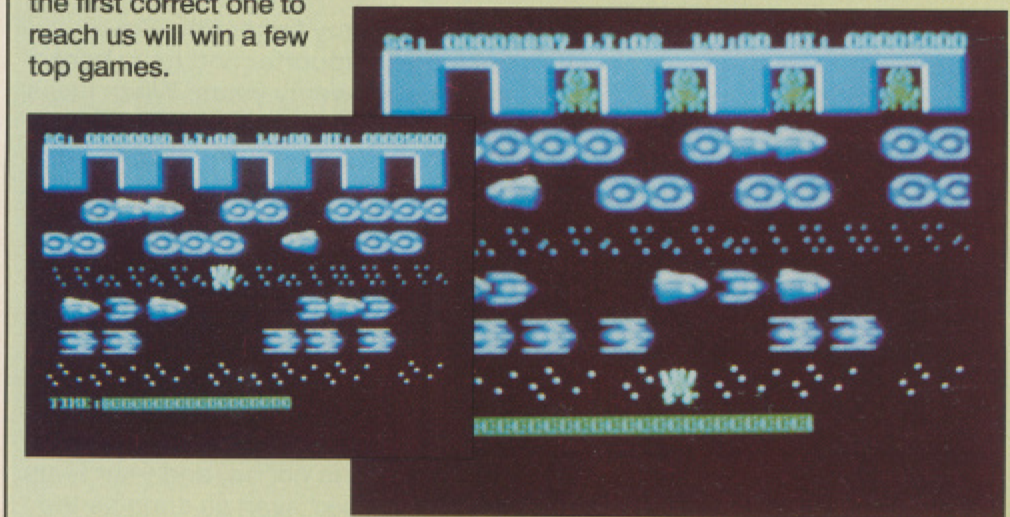
To get the little amphibious star traveller back to his batchelor pad you must firstly avoid all the interstellar traffic, and then catch a lift in order to guide him into each of the cosy cubby holes at the top of the screen.

Apart from dodging all the space traffic, and timing jumps to hitch lifts to perfection, there are other hazards! These include combinations of four variations of spacecraft formations, a Pac-man in the central reservation (happily fed on a diet of raw froggy), and the usual increase in traffic speed and the amount of time to reach home.

Your score will increase by 10 points when you hop forward, it will also increase for every unit of time remaining when a frog reaches home. There is also a chance to gain extra frogs by collecting the letters to spell the word BONUS on certain levels.

There are 32 levels to complete. You may start on any of the first 16, level 0 being the first, level 31 the last.

There is also a hidden access code to enable you to stay on ANY level, and the first correct one to reach us will win a few top games.



KENNY DALGLISH



IMPRESSIONS - £9.99 Tape, £14.99 Disk

Oh dear, oh dear, oh dear. RIK lifts himself off the floor, dries his eyes, and tries to contain his laughter. Is this the worst game ever?

Yep! I saw this on the 16-bit computers a while back and I didn't think that it would ever come out on the commy 64. Not because it used their capabilities to the full, but because it was so dire. Unfortunately Impressions had to do it and could have ruined it's reputation forever. Kenny Dalglish Soccer Match is, to be completely frank, a complete pile of steamy poop.

And these words do not come lightly from my finger tips. I'm a Liverpool supporter and have been for around twenty years. When I was at school (aye, them were the days lad!) Kenny was my undoubted hero, and I even had a number seven stitched to the back of my rather tatty 'pool shirt, in a sort of worship. But his name has been added to the worst soccer game ever, and it makes me sad to think that other Dalglish fans might indulge in this game, thinking it to be as great as the man himself.

Alas this is not so, and your fears will be realised even as soon as the game has loaded, because a speccy-like pic of a grinning Kenny (obviously before HE saw the game) greets you and offers you the options of play. Or option I should say, because the speed and difficulty levels seem to have little effect on the playability, and I have no doubt that anybody on this planet would be stupid enough to play this game at 45 minutes each half. There isn't even any fancy extras that allow you to play a full league in order to





skorebox

	0		1
	0		0

overall 08



We know how you feel Kenny, we know.

emulate the champions. No siree, the most it offers is a four player tournament, although I have no idea why three of your friends would want to partake in your personal agony.

But once everything is chosen it is here that Kenny's takes the biscuit. Men appear on a non-descript tuft of grass, looking as if they'd fallen into a car compactor and been spat out as misshapen lumps. Also instead of an arrow at the head of the player in control, like most footy games, Impressions has plumped for an upside down cross. I think somebody should mention to them that this signifies satanism, and is the mark of the devil, I even thought of playing the tape backwards to see if there was some form of hidden message.

And then the match begins and the players (your players anyway) plod around trying to control the ball, and failing most of the time, although it really doesn't matter as the opposition seem unable to decide which way to run, let alone challenge for the ball. The easiest way to score a goal, and just about the only way as it is almost impossible to kick the ball in the direction you want, is to leg it forward with the ball ahead and run it into the goal. This will result in a picture of Kenny celebrating, and a hiss that sounds as if someone has stubbed out a cigarette on him. If you have misjudged it and the ball goes off for a goal kick, then a pic of a bald ref with a skin disorder will appear with a sound much like a heavy breather blowing through a reed. And that's about it.

One other thing about the gameplay though. As I was the reds (and therefore the mighty Liverpool) I let my Brucie have a crack at the action, and why not, the opposition weren't going to stop him. This was when I discovered that you can only have one goalkeeper on screen at one time, so when he finally arrived at the goal (yawn!) the blues' keeper had mysteriously vanished leaving an empty net.

And oh how I laughed when my reds had won 12-2 and Kenny's quick message came up on screen. I don't know if it's just me but when he said "A magnificent game" I had to quickly rush to the toilet.

Fax

Erm...

This game is a load of poo... er, that's about it really!



The balding ref blows his asthmatic whistle because the ball's gone off (to the cinema)!



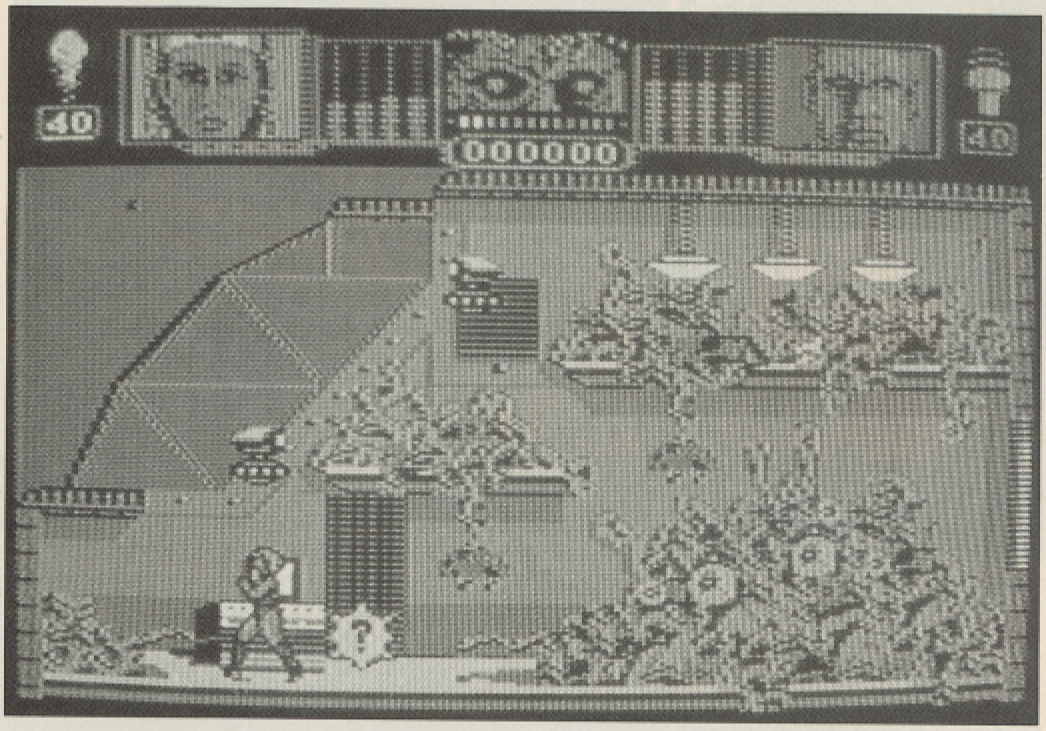


HAMM



ACTIVISION - £9.99 Tape, £14.99 Disk

I hear you knocking but you can't come in! ASH puts on his wooly mittens and scribbles something down that we can't read.



And down amoungst the fungal growth one can find a natural habitat. Looks like my bedroom!!!

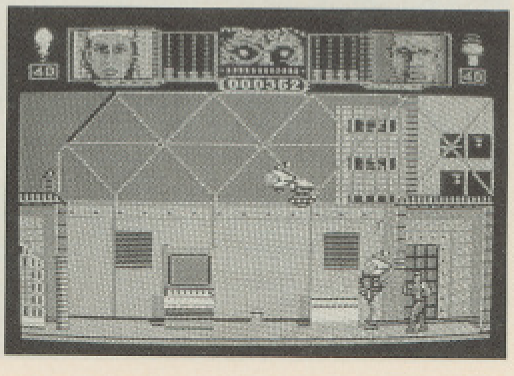
Hammerfist is a game set in a dismal future. A future where people, businesses, and even YC, are run entirely by a corporate body called Centro-Holographix. C-H specializes in producing remotely controllable holograms of people who are evil and callous. Not only that, the situation has degenerated to the extent that the holograms have evilly and callously captured both of the planet's capital cities.

Behind all of this evil laser image activity is a nasty being called the Master. I say being but he actually resembles a mega-unbeing, or a Demon. Anyway, the whole thing looks bad for the future of Earth, until C-H's hologram computer slips up in a big way, and whilst producing two entirely different holograms it malfunctions. These holograms are Metalisis and, of course, Hammerfist. Old Hammy is a big butch brute wiv a big fist, whilst Metalisis is a rather good-looking female acrobat.

Anyway, the dynamic holographic duo get merged into one. Now this might sound like bad news until you realise the potential of combining immense strength with incredibly acrobatics. Hammy and Metal decide to make a go of it (being unavoidably combined as they are) and take on the corporation, save the world and, most important of all, separate themselves from the questionable company that they are bound into.

The most impressive feature - and the one that will take the most getting used to - is the number of actions available from just the joystick. You can change between characters, duck, turn into the screen, headbutt the background, move into doorways, open doors, punch, fire or pistonfist (as Hammerfist), kick and flic-flac (as Metalisis)! It's really not quite as bad as all that. The system works very well with a little practise (and mental agility).

The game consists of two series of screens, each series is sixteen screens long. On each screen there is a security system which you must breach. This is acheived by punching, kicking or flic-flaccing the monsters and computers into an early holographic bath. The monsters come in many flavours but most of them consist of robots, security lasers or technicians. There are areas of screen that can only be reached by flic-flacs, and others that can only be opened by punching. And so the strategy of switching between characters to solve problems has to be carefully thought on, essential to completing the game.



As the monsters get pummelled they leave icons behind them. These add extra energy, extra firepower or extra pistonfists. But if not collected they add to the Master's energy. He sits at the top of the screen, building up in power. Should his power bar build up to maximum then he turns all of the icons to energy-sapping

Fax

Stoopid

The most popular place to have a home-made tatoo is across the knuckles. Many a West Ham Utd. supporter would have the letters 'WHUF' across theirs, only realising afterwards that they'd missed out the 'C' because they'd run out of finger knuckles.

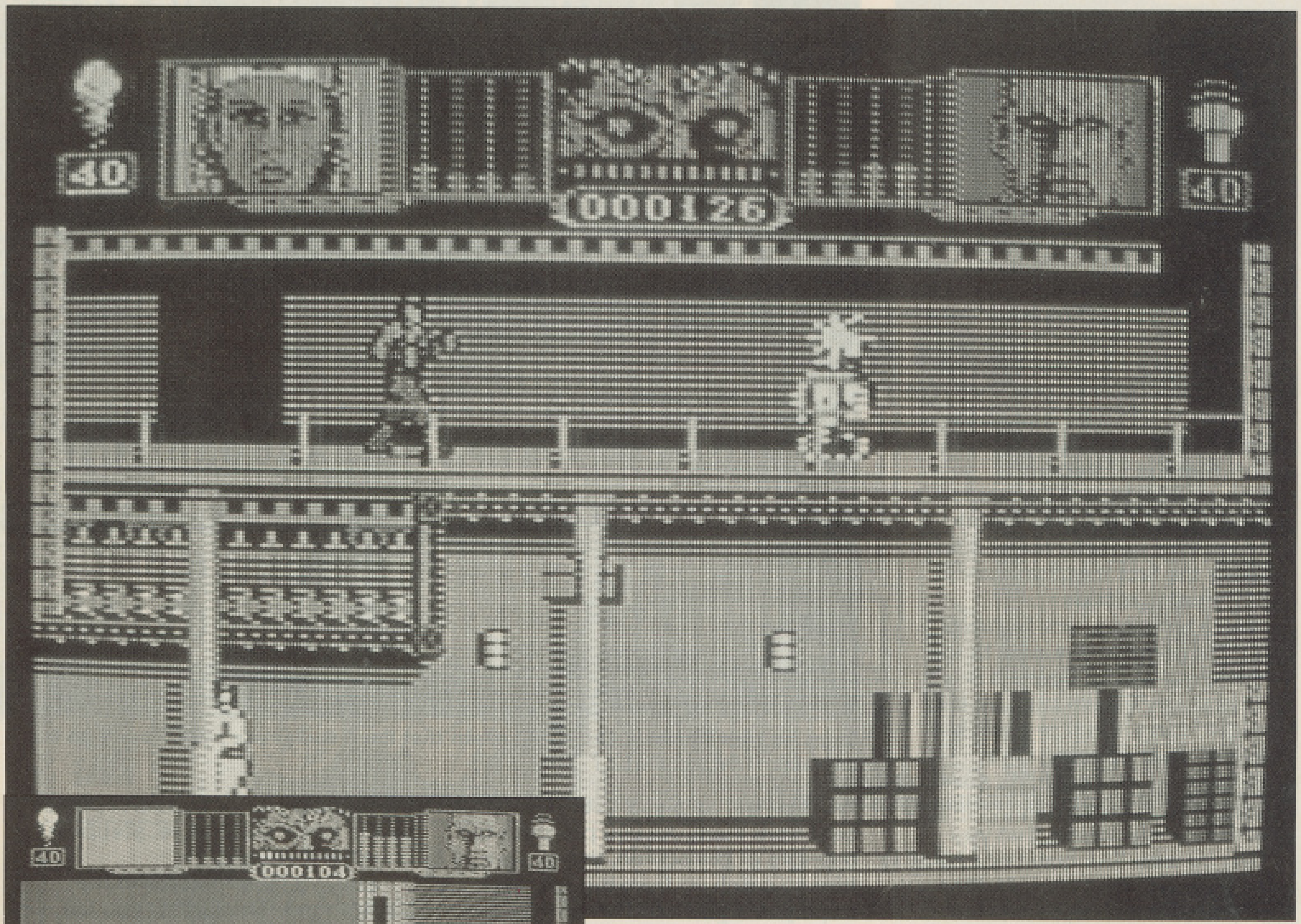
ERFIST

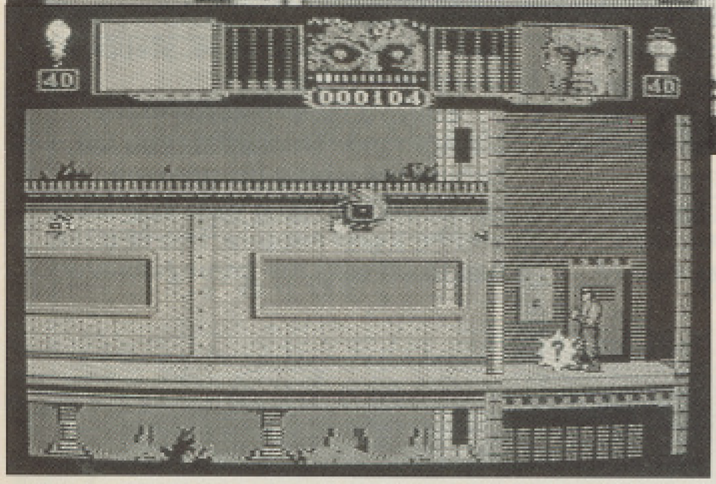
negative ones. Each character has its own energy level. If this falls below a certain level then the character is temporarily dead and play automatically switches to the other character. Should both characters die then the game is over. Luckily there are also recharge points built into the scenery - these look like standard lamps. Refill above maximum though and you'll blow the character's circuits and reduce it to zero.

The further you get into the game the worse the mutilation of the landscape becomes. Our heroes encounter mutant salads that lob onions at you. Strange fish-like creatures mutate from radioactive pools of steamy water. And the ever present robots become meaner and more devious by the minute. With every screen it becomes more difficult to break free from the security system and escape to the next challenge. Your skills with gun, fist and foot will be tested to the maximum as the screens become tortuously difficult. There are screens with lifts that go down when Hammy steps on but up when Metal is standing on it. Some doors need the pistonfist to open them as well as the deactivation of the security system. On some screens it may be necassary to visit others to make completing them easier.

32 screens may not sound like an amazing number but each is brightly coloured and extremely busy and well drawn. The design and programming team Vivid Image has done its utmost to make all of the versions identical and the 64 version is superbly done. The characters are neatly drawn and beautifully animated. Whilst the graphics and game design have had almost two years spent on them the game is so very playable. Often the danger of producing a technically brilliant game is that it becomes unplayable; but not Hammerfist.

The style smacks of the classic Impossible Mission but that doesn't mean that the game is unoriginal. Far from it, Hammerfist is a terrific acheivement. It is a triumph of game design over another version of a popular idea and just goes to show that there are still some creative programming teams out there.





Don't you wave your big question mark at me young man! It'll get you nowhere.

skorebox

9 9

8 8

overall 89

review

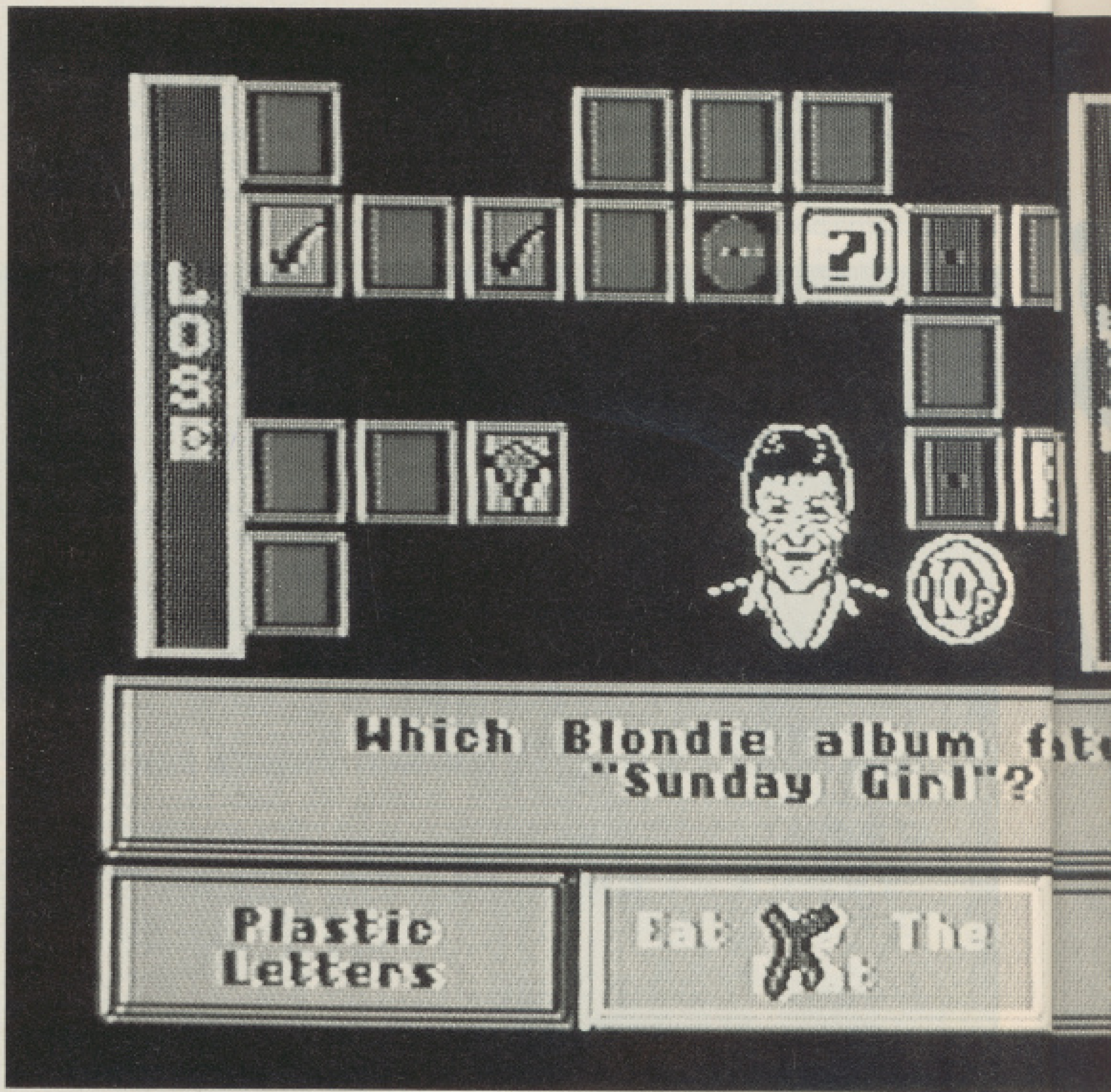
EMLYN HUGHES' A

YC FUN ONE



AUDIOGENIC - £9.99 Tape, £14.99 Disk

"Nah! It was Pele you daft git! C! No, C!! I told you it was C..."



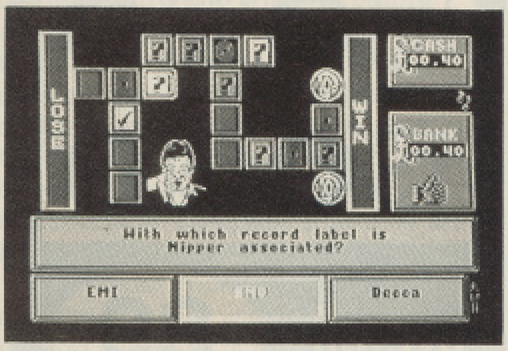
Okay, so I got it wrong. Does that mean that I'm a social leper and I can't go to anymore 'Triv' parties?

Pub trivia games are often are bit of a laugh. Of course it's all greed related, because the half-cut louts who play them are just trying to win a bit more beer money. EHAQ does nothing to try to alter the image of pub trivia machines, but frankly it encourages it. Who cares? It's a great game. Even Emlyn's cheerful mug couldn't disguise the fact that the game is about winning money.

There are many nice features about the game. It is a right to left scrolling game. The board is made up of squares. These squares may be blank, carry a fruit or cash or a question mark. Landing on a question mark gives a trivia question of the relevant subject, according to what colour the square that you landed on was. The questions have three answers displayed, and the right one will need to be chosen. Should you get the question wrong then another is asked and so on.

Other squares are pyramids that trap your pointer, invisible squares, pushers that propel you in a random direction (these are extremely nasty), zappers and bonus round entrance points. All of these affect your progress one way or another and practise will help you get to get the best from them. As you progress to the right of the screen, the screen tries to catch up from the left, and traps you if you hand around for too long. So there are often tough decisions to make about risking going for something or not. If you progress right to the other side of the display you can leave the level by the same method, ie. stepping onto the exit band.

Emlyn's face features in the background. The further you fall behind the worse his grimace becomes but get ahead of yourself and he'll grin happily. This is all he has to do with the game however



Don't yawn Emlyn, I'm thinking!

Fax

Eee . . . I know it!

Emlyn Hughes never played for the Cameroon national football team.

Shouting "Gerroutavit! That's never the right answer!" will win you no friends in this game.

Correction fluid is toxic and should on no accounts be drunk.

Weasels are bigger than owls but smaller than foxes.

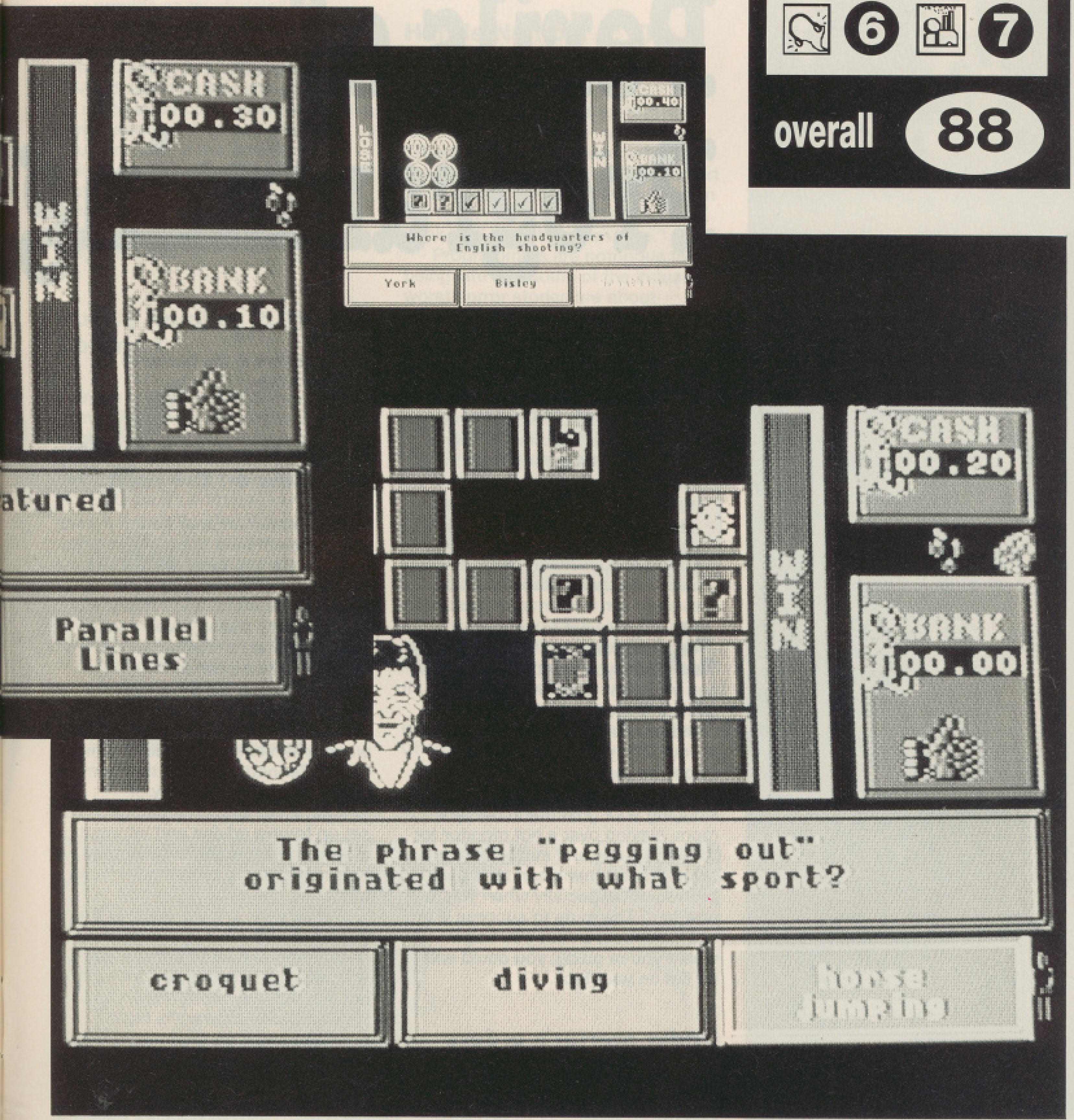
' ARCADE QUIZ

skorebox

8 7

6 7

overall 88



apart from featuring in the odd question. At the end of each level there is a sequence where you have to qualify the money that you've collected. There are piles of coins for the coins you picked up and the pointer runs underneath them. You then have to answer a question for each coin, starting with the smallest coin. Get it right and the coin is banked but answer wrongly and the time left to you is halved. At the end of the game there is a huge grid - the superquiz. There are question marks everywhere which obscure eight diamonds. You have to uncover all of the diamonds in the time limit.

This game is unique to home computers. It's very nicely done and well presented. The sound is cheerful and the graphics are nice and bubbly. Apart from Emlyn himself there are no drawbacks, and non-gamblers cannot complain as the game doesn't pay money out! Unusual. Try it out.



The Perils of Programming

Programming your game? As someone once said "The best way to earn a small fortune writing computer games, start with a large fortune". Kati Hamza nods her head and dispels many beliefs

So you want to be a programmer? You want to be rich, you want to be famous and you want to sell mountains of games. In a couple of years you could be cruising round the country in your GTI, your latest software trophy bouncing around on the back seat. Alternatively you could be slogging your guts out in the spare room, slaving over a hot monitor for 24 hours a day and still be absolutely skint. Programming can be a perilous profession, especially when you're new to it. The route to success is an obstacle race, unless you know where you're going, you could end up flat on your face.

Under starter's orders

There are two ways to get into the business of programming games. Most straightforward and less risky, though that doesn't mean there won't be any problems, is to join an existing software house, or programming team. You'll get a regular salary and a structured workload but you won't be working as an independent agent and you won't be working for yourself. The alternative is to set yourself up as an independent freelancer and that's how a large proportion of programmers in the business actually work.

Hurdle Number 1: Getting the show on the road

You've written another Xenon II, and you're determined to be even bigger than the Bitmap Brothers. And who's the fairy godmother who'd make your dreams come true? A software house, right? Wrong. Even if you have produced a masterpiece, it's a one in a million chance that the software house will be convinced you're a genius straight away. No company is going to wave a magic wand and make you a star overnight. Laurie Bennett, editor of the monthly newsletter for the Society of Software Authors, an organisation set up to give advice and information to freelancers, is still surprised at how naive young programmers can be.

"They walk on to a stand at the PC Show with a two-page game design and expect to come away with a big, fat cheque, the industry's not like that any more."

Computer software is big business and it's a business run by professionals. If you want them to take any notice of you, you've got to approach them in a professional way. OK, so you may be working from your bedroom but that doesn't mean you should present your design like a piece of scruffy homework. First off, pick an appropriate software house. It's no good sending an RPG, say to a company like Ocean that specialises in arcade conversions; they won't be interested. Take stock of what a company's produced before and imagine your game fitting into their product list. Just make sure

you haven't produced a clone of something they released last month; they're unlikely to be tempted. Just writing a letter usually isn't good enough. Take the bull by the horns and make an appointment by phone. If they agree to see you, now's the chance to sell yourself. Make sure you provide as much detail as possible at the presentation. A two-page game design isn't going to capture anybody's imagination. The SSA advises that you should include as much information as possible plus screenshots and demos wherever you can. Even if the screens aren't animated, or the game isn't in a fully playable state, they give a much better idea of what the final product might look like than any drawing or diagram could.

Hurdle Number 2: The Contract

They've taken the bait, they want the game. Don't sign the contract straight away. It's a binding, legal document and you could end up being taken to court over its contents so it's common sense to work out exactly what it says. Consult a solicitor or someone with the appropriate legal knowledge to decipher the stilted language and make sense of the small print. If you don't you can't be sure it says exactly what you think it does. Too often, programmers run into trouble because they sign up in a hurry before really considering the financial viability of a deal or because they don't realise what they're committed to. If there's a royalty statement are you entitled to overseas royalties as well, do you have first refusal on conversions, will you keep the copyright, what conditions are there on payment and so on?

Hurdle Number 3: The Deadline

Dave Baxter, erstwhile ex-Software Development Manager of US Gold: "There may be two weeks left until the end of the schedule, the Amstrad and Spectrum versions haven't been started and the guy still seems to think he'll be finished on time."

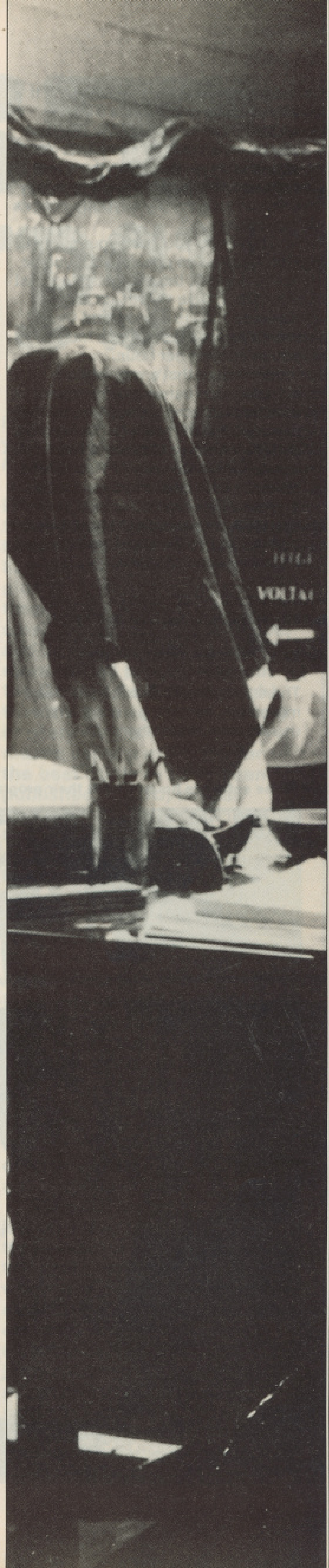
Programmers are notorious for being late and some of the industry's worst horror stories are about programmers practically killing themselves to get a job finished on time. And usually the delays aren't due to circumstances beyond everyone's control or Unrealistically curtailed deadlines, bad time management and perfection are major factors when it comes to burning the candle at both ends.

It's a problem faced by anyone who makes their living working for themselves; you've got to discipline yourself. That means working out a schedule for completing particular aspects of a game and making every effort possible to stick to it. It's easy to lose track of time or kid yourself into leaving those long winded bits of routine coding to another day.

Martin Walker, author of the excellent games Hunter's Moon and Citadel, identifies another

This programmer took it too far and look what happened to him!





programming pitfall; perfections "If you've got a game that's 97% finished, the remaining 3% can take you as long again to complete. You spend ages getting everything just right and then when the game finally goes on sale, hardly anybody notices the difference."

Obviously you want your game to look as good as possible but you've got to balance the aesthetics against the efficient use of time. In any business time is money, and the more time it takes the less money you're earning per hour.

A product that's way behind schedule can cause a programmer serious problems. Depending on the contract, the software house may be perfectly entitled to delay a pay installment. Inevitably professional relations sour and future contracts may be jeopardised. That's before you take into consideration the late nights, the Pro Plus and the physical consequences of stress.

Hurdle Number 4: The Dosh

There are lots of ways to earn your million but becoming a programmer usually isn't one of them. All programmers work hard to earn their living but only a few hit the big time and strike it rich. The big names that everybody's heard of are the exception, not the rule. One of the biggest gripes in the average freelancer's life is money. You may think that whatever's specified in the contract - lump sum or royalty, advance payment or regular monthly cheques - is a guarantee of payment, but it's not. Most freelance programmers are paid late and same never get paid at all. Money certainly doesn't come in as regularly as it would if you were doing a 'proper' job in a supermarket or bank.

Even a contractual promise of regular monthly payments isn't failsafe. Tom (the names have been changed to protect the innocent) found that every one of his monthly cheques came at least one month late. One of the companies Richard worked for had a policy of not paying up for a minimum of 90 days; another only paid the top ten on its freelance list. It's not unknown for cheques to bounce or for companies to pay less than the contract states. Your last resort could mean going to court.

If you're unlucky (and not everyone is) this can lead to a spiral of financial problems. Harry realised he was in trouble when the bills started flooding in more regularly than his pay cheque. By the end of the project, he was totally skint and ready to accept any job he could take. In desperation, he signed the first contract that came along - under equally disadvantageous financial terms.

The Finishing Line

You've made it. Your game's out on the shelves, the reviews are fantastic (of course) and you're sitting back counting the cash. If you've been paid in a lump sum, how well the game sells won't affect you at all. If you're dependent on royalties you could be in for one final shock. However good the reviews they don't guarantee how well a game will sell. Even if you're hailed as the greatest genius since Einstein it won't do you any financial good unless there's money behind all that mouth.

And after all that, let's take a look at your bank balance. How much you've got depends on market forces, the quality of your product and how profitable a deal you made. You could come out rich (but not that rich) and you could come out broke. Most likely, you'll end up somewhere inbetween.

Some software houses treat their programmers like leatherbound slaves!



POST APOCALYPSE

If you want your letters slagged down, and your name to look like mud, you know where to write to. Alternatively you could give Zzap a miss, and write here instead: POST APOCALYPSE, THE MAN WITH A NOSE BLEED, YC, ALPHAVITE PUBLICATIONS, 20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11 3HF. But beware, anything that you say may be taken down and slagged to pieces.

IT'S A STICK UP

I think YC is the best 64 magazine in todays shops, but there is one problem. You only put one poster in the magazine every month unlike other mags, where they have loads.

Please, please, please put more posters in, if not for my sake, for my wall's.
Carl Bramham, Leeds

PA: God, are you greedy or wot? (or at least your wall is). You get as many posters as we can give ya, and no more. Now go to bed without any supper.

GROAN PART 52

If you think that everyone who wants to use their computer as more than a child's toy is a member of a dying breed it is lucky that you do not need more readers.

With every computer mag producing the same reviews of the same games there is nothing to choose between them except the serious stuff.

Show us your `hot material', or do you have to port all the good stuff from CDU? If we are not interested why put a utility on your cover tape?
F. Clarke-Rowland, Sheffield

PA: When we put a utility on the tape we were not reverting back to the days of 20-page listings and articles for the plus four. We were, in fact, treating our readers with a small modicum of intelligence, and as this industry needs more skilled programmers in the GAMES field, Rik thought that it'd be a wise idea to help in every way, and if that means using a utility (by far the best utility to have been published in CDU) written exclusively by Monty Mole and Potty Pigeon creator Tony Crowther, then so be it. The Lord has spoken and may we all bow to his cunning wit!

ALL RED TAPE

I have been buying your magazine for 3 years now, and despite my initial shock at the recent changes, I enjoy very much the new look YC, especially the free tape.

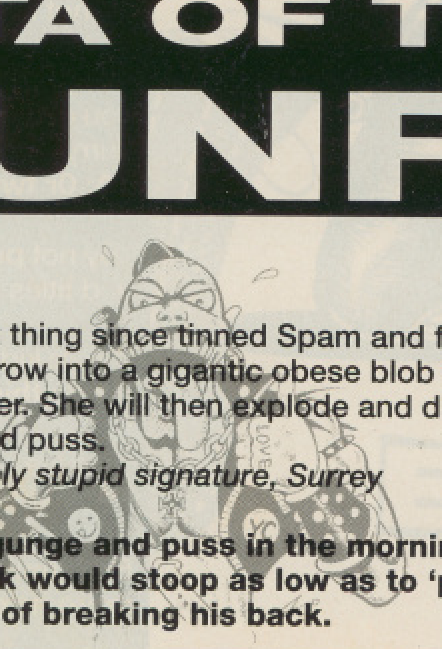
For the past three months, I have had no problems with loading the cassette, but this month's (April 90) tape will not load on side A, despite cleaning my tape recorder and changing its alignment.

Normally I would, of course, just ask the retailer to change the tape/magazine for one with a tape that works. However, the only shop which sells your magazine in my area is in the nearest city, which I can only manage to visit once a month to buy your magazine. It is because of this that from next month I am asking my local newsagent to stock it for me.

I am also asking you to give me a replacement tape as the tape is

LETTA OF THE MUNF!!

PUSTULES



I think you are the best thing since tinned Spam and for all I care Mrs Whitehouse can grow into a gigantic obese blob and Rik can come along and pop her. She will then explode and drown everybody in gunge and puss.
A man with an incredibly stupid signature, Surrey

PA: I do like a bit of gunge and puss in the morning, but honestly, not even Rik would stoop as low as to 'pop' Mrs. Whitehouse, for fear of breaking his back.

my favourite part of your magazine and this will allow me to buy your mag in confidence of getting a good value buy every month. I thank you in anticipation for my replacement and for the continuing increasing standard of your magazine.
Kevin Bromfield, Devon

PA: Now there's a guy who knows where his oats are. You should have your replacement tape by now Kev, but for anybody that has difficulty loading the cassette on the front of any issue could ya send it to our problems department as shown in the On The Tape section.



Joke of the munf!!!

Who said "floats like a butterfly, stings like a bee"?
Muhammed Ali
Who said "No wot I mean, 'arry"?
Frank Bruno
Who said "Another round and I would have killed him"?
Terry Marsh.
Submitted by Rik Henderson (mental age of about 3).

READER POLL

PA: Now here's a small deviation from the normal way we work to give you some choice comments that we've received on the readers survey's so far hit the office...

If you are working, what is your occupation?
"I have 1 leg and 1 eye disabled, I need a parrot."

Is there any way in which you would improve YC?
"Do the magazine in complete colour, do some in black and white"

"Put in more pages of Misadventures and tell Cedric to answer the letters, not hurl abuse that's Post Apocalypse's job"
PA: Aint that the truth!

"Weekly not monthly"
(Get outa here- Ed)

"Get rid of Neon zone. Have reviews on hardware"
PA: There's always one!

"You're going down the drain - we do not need silly reviews of silly games - hardware reviews and utility software reviews might keep you on my subscription list (if you hurry)!"
PA: Or two!

"By not putting naughty pictures and titles in it"

"More kids stuff"
PA: Is this possible?

"Full life size posters of Martika!"
PA: Akkk!!!

Er, I think that'll do for now, more next month.

Starring oozin' Eugene and a slimey cast of thousands

Greetings gore lovers, and welcome to this month's SCUM OF THE EARTH, the pages which really are YOUR pages. That's because it is essentially written by you, our oh-so-smelly readership.

Since not many of you have answered the challenge that I put to you last month I've actually had to WORK this issue, and you'll find hints for the Klondyke Mines in Impossamole by Yours Truly. We have though received many letters from people asking for help on certain games. Sorry, but we can't answer each one individually - there's far too much slime to be shovelled around here as it is. So, we're opening a new Winger's corner, and those of you who need help can have your names and addresses printed so that people can write to you direct. You may even meet a new pen friend or two. Write to OOZIN' EUGENE'S WINGER'S CORNER at the usual address and if you're under eighteen please get your parents' permission first.

Second piece of good news this month is for those of you with ultra inflated egos. Yup, you high scorers will at last get a chance to air your achievements (and underwear) in public. Get your highest scores in to me and I'll print them. When sending in your scores, you should also include a photo of yourself. The sillier the better, `cos they'll be printed in the SCUM OF THE EARTH pages. What a chance to show off to your friends. Stick `em in an envelope and post them to OOZIN' EUGENE'S MUTANT ALIEN SCUM MEGA FIENDS FROM HELL. And to get you going, here's a little gem from my collection: RAINBOW ISLANDS, ROUND 12 - 1,980,100. Onto the Scum anyway.



POKES

A mysterious stranger by the name of KEV "The unknown weirdo" MARSHALL of Leicester, who says that he'll be back soon with more, provides some pokes for us - come on Kev, own up, jus' 'cos you don't like slime doesn't mean you should miss out on the infamy. Get a piccy of you and your name and address to us and we'll get you a T-shirt and print your ugly mug.

GHOSTS AND GOBLINS
POKE 2358,173

GHOULS 'N' GHOSTS
POKE 10798,165
POKE 13860,165
(INFINITE TIME)

SPACE HARRIER
POKE 6010,173

SPACE HARRIER II
POKE 11797,173

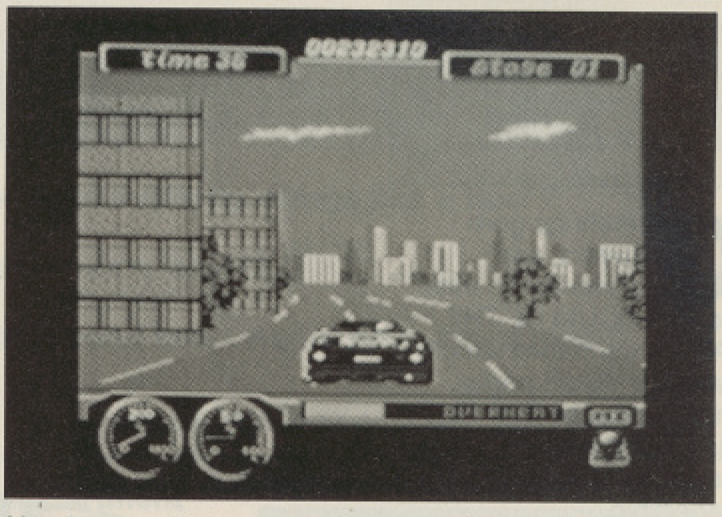
WONDER BOY
POKE 2676,173

R-TYPE
POKE 12865,173 AND
POKE 12958,173

All are for infinite lives unless otherwise stated. Cheers Kev.

Commiserations for your rather unfortunate name (surrounded as I am by large, evil smelling Kevs all day I feel sorry for your general family).





Here's some bejoux tippettes from FRANCIS WILLIAM of Leyton in London.

THE UNTOUCHABLES
Type in TECHNIQUE on the credits page. Start the game and press F5 for extra time and F7 for extra energy. By pausing the game you can press the left arrow key to advance levels.

TURBO OUTRUN
On Turbo Outrun (US Gold), says Francis, you can advance levels by holding down the colon (:) and pressing the speech mark (").

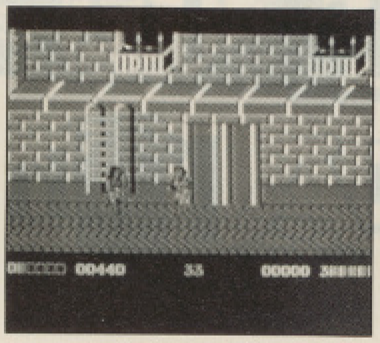
GHOULS AND GHOSTS
Finally a goody on Ghouls and Ghosts (US Gold again), to cheat type on the high score page WIGAN RLFC: and wait until the time runs out. Start the game and press S to skip levels and A for armour. Well done Fran, and have an exclusive SCUM OF THE EARTH T-shirt on us to proudly wear at your local arcade.



DOUBLE DRAGON

Some rather confused tips here from a strange person called WAYNE GIBBONS of Kilmessan, Co. Mearh in Eire. Amongst his other ramblings he mumbles something about owning a 64 and a few hints for Double Dragon (the 100% dynamite version). Hmm, stop sniffing slime if it confuses you so effectively.

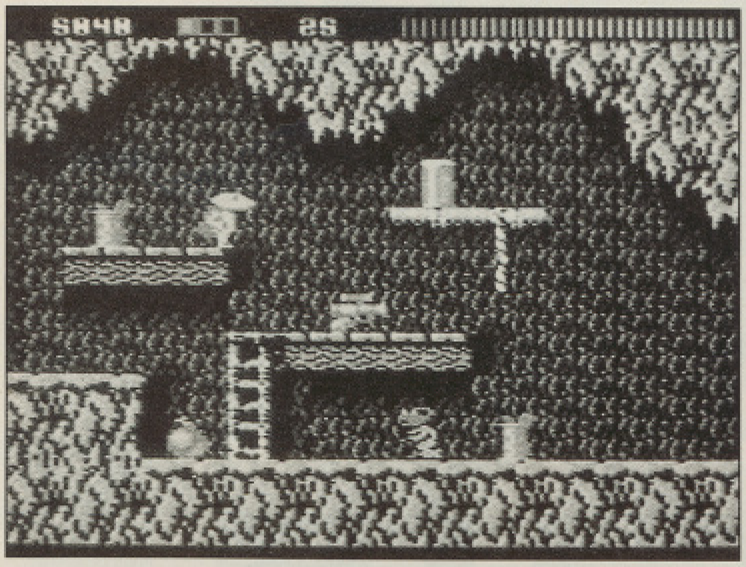
When your enemy appears, run to the top of the screen by holding up until you can't move any further. When they follow you, jump and the enemy will be frozen. Now you can kill them by kicking and moving away instantly. Or, jump right over them and you can become the first Ninja pacifist. You've won a badge, Wayne.



That's it guys. Get those mugshots, highscores, hints, tips and pokes to the new address: OOZIN' EUGENE'S INCREDIBLY UGLY AND SLIMEY, DIRTY AND DINGY, DARK AND DANK, AND MYSTERIOUS HALL OF HEROES FROM THE SCUM OF THE EARTH, YC MAGAZINE, ALPHAVITE PUBLISHING, 20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11. And remember, there's loads of goodies up for grabs!!!

IMPOSSAMOLE

Right then you useless lot. Here's my contribution (superb, of course) to the proceedings.
Impossamole is a brillo game and no mistake, The return of Monty in the bestest of his adventures to date. And I've completed The first level.. Here's how to do it.



At the start, run to the bomb or else The bat will cut you off. Bomb the bat and the two skeletons. Go right, under the invincible bat and drop a little onto the waste pipe. Jump over the gap. Walk a little right (avoiding the bat) and let the stalactite drop. Drop off of the platform and drift to the can of worms. Bomb the miner and grab the coin.

Work your way to the two bats guarding the laser gun - you can grab it without being hit if you time it right. Shoot the next miner and go under the crusher. Don't go down the ladder as this makes the rest of the level much harder.

Drop down the shaft, get the can of worms and shoot the skeleton, wait for the frog to go back then go up the ladder.

Get the items then drop down again. Go right to the platform, beat up the skeleton and the miner and go right. Jump onto the moving platform from the sinking platform, avoid the bat and go up the ladder. Kill the skeleton, grab the eggs, and go down.

Land near the pipe. To kill the rat, jump up and down on the spot and kick then go under the pipe and follow the truck right (kill the purple bat on the way) and jump over the truck. Grab the treasure, avoid the bat and go down to the coin. Avoid the bat, kick the rat and go right. Get the other rat then go right.

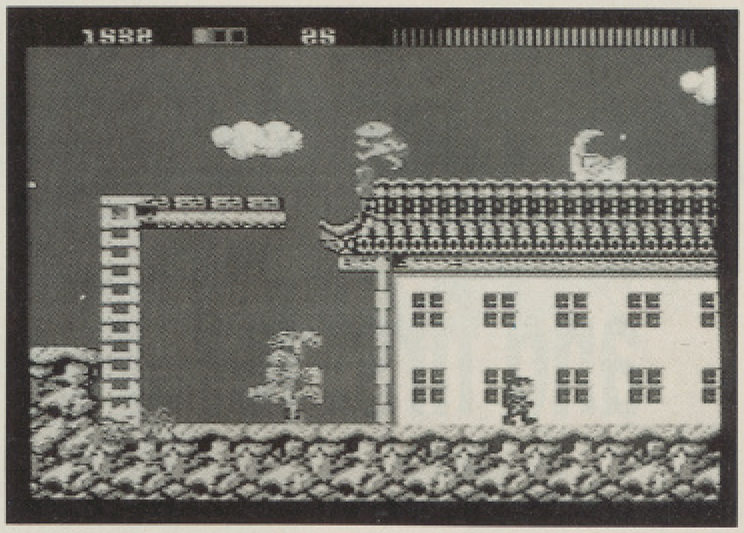
Go up the big pipe then drift right to the platform. Avoid the bat and get the gem, then kick the homing bat. Climb the pipe, sneak across on the horizontal one by going half through it, then drop to the right onto the platform. Kick the rat, go right onto the sludge and kill the skeleton. Go to the bomb then come back and go through the pipe to the shaft. As you drop, hold down right to get the can of worms. Get the bomb at the bottom. Avoid the bat and go to the top of the rope then come down to miss the stalactite. Go back up and bomb the miner, run right, get to the top of the ladder then wait for the smoke to disappear. Run down and get the coin. Drop past the bats then run under them to the conveyor. Run under the crushers.

Jump over the second pillar to avoid the drop, grab the gun then jump up to the gem, now drop and shoot the skeleton and miner. Jump the frog then shoot the other skeletons. Go right. Avoid the bat and the tin hat on legs then go right again. The shop keeper is the little grey thing that emerges from the ground near the top of the screen. Buy whatever you want. Exit, then drop. Avoid the bat then jump to the double conveyor belt. Jump off of the end to the high platform. Go to the top of the first rope, drift right then hold up. Repeat to get to the moving platform. Jump from it to the ledge and beat up the miner. Grab the worms then drop.

Hold left for the treasure. Jump, kick the rat then jump onto the conveyor. Get onto the large double belt and get the miner. Jump to the higher conveyor. Avoid the frog to exit bottom right. Drop to the right and left to collect the weapons, etc. Drop right to hit the platform then onto the other. Go up to the top one (tricky) then jump off of the top of the screen. Look out for the bat. Go up the platforms to the top. Get the bat on the right, go up the rope, and disturb the green skeleton. Kill the miner then get the soup. Kill the skeleton and go right under the crusher. Jump the tin hat and go under the second crusher. Make sure you get the gun or you're in trouble.

Make your way across the screen and up the ladder then get the treasure and leap off of the screen. Shoot the hanging bats and go right, go up the ledges and avoid the drones. Jump up, across and down in the next screen. Drop, avoid the smoke and get the treasure, go round the screen then drop. Avoid the bat, stand your ground and kick until the skeletons die. Go right up the stairs. Get the gem then head down. Work your way right, over the moving platforms and get the gun. Drop into the guardian's lair.

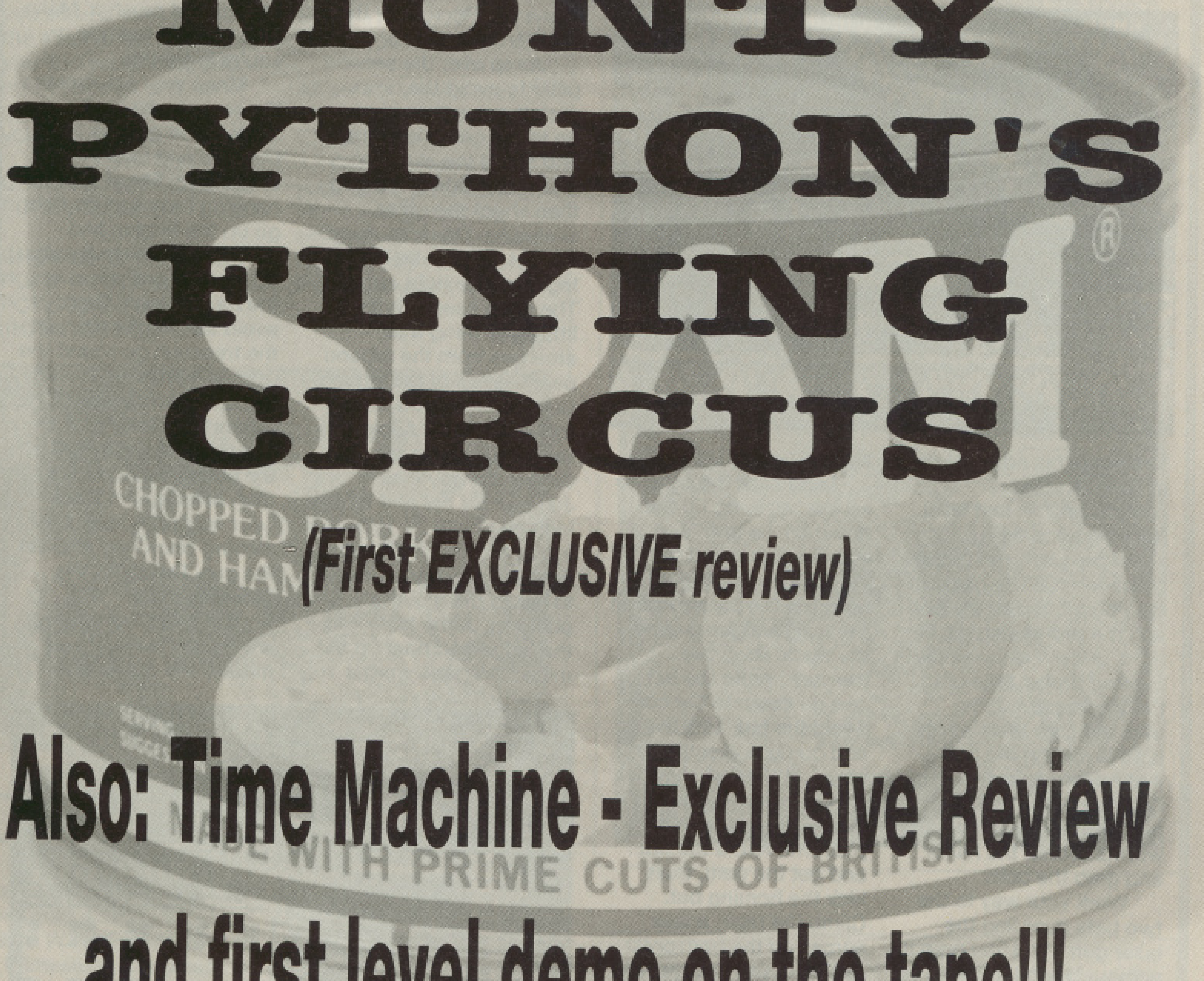
It is a big worm-thing with nasty teeth. If you missed the gun you'll have to get in close and kick him. Otherwise stand at a distance. Avoid his bullets then run. Only hit him as soon as he appears `cos he won't take any damage after he begins firing.



NEXT MONTH

AND NOW IT'S...

MONTY PYTHON'S FLYING CIRCUS



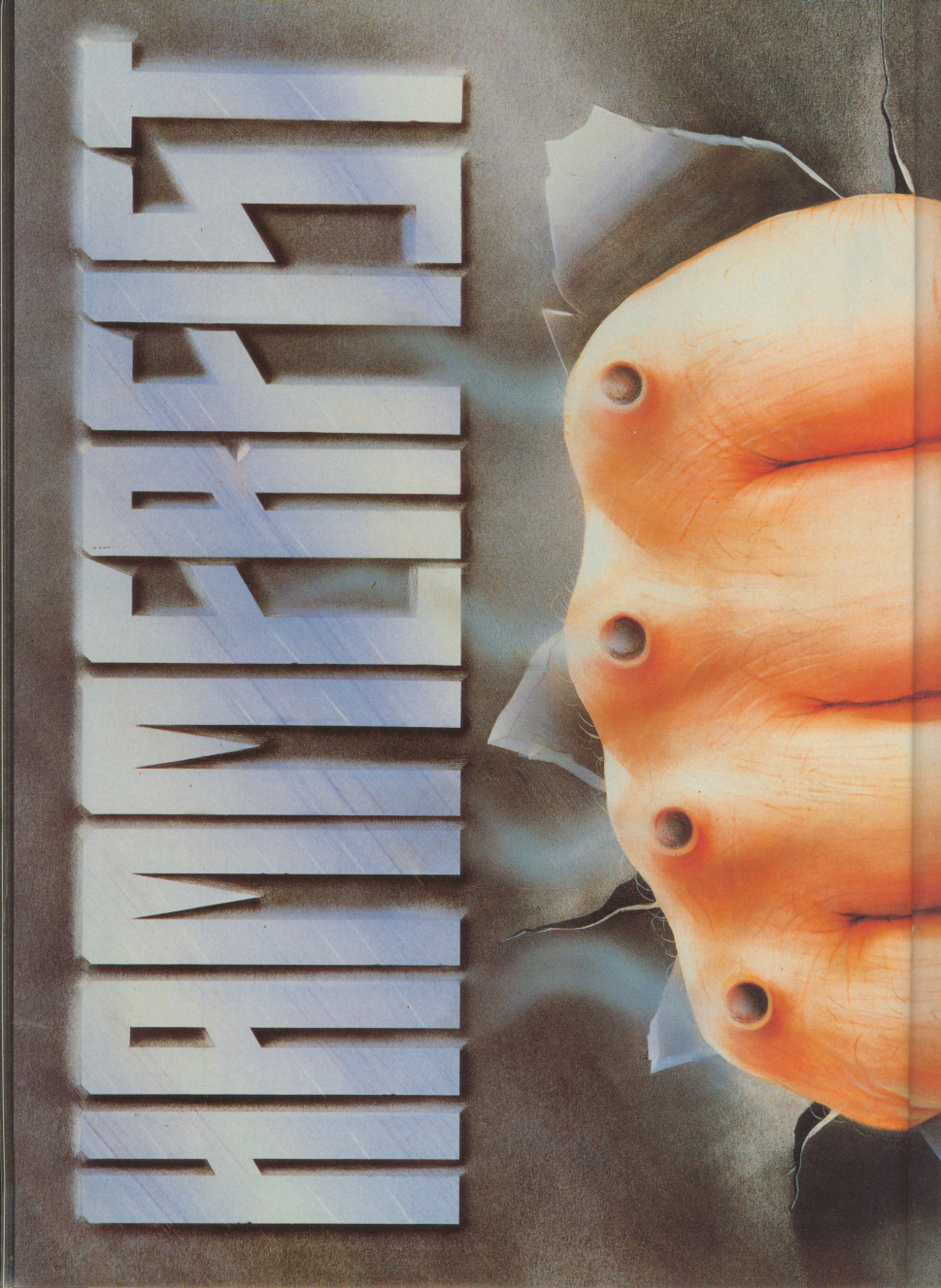
(First EXCLUSIVE review)

Also: Time Machine - Exclusive Review and first level demo on the tape!!!

Plus: Flamehead, Post Apocalypse, Scum of the Earth, Loads of Posters, and absolutely humungous amounts of games!!!

(Out 17 August - Miss it and you'll miss a heartbeat, know what I mean?)


YC POSTER


HAMMERFIST


YC
POSTER


YC POSTER

OMNI-PLAY HORSE RACING



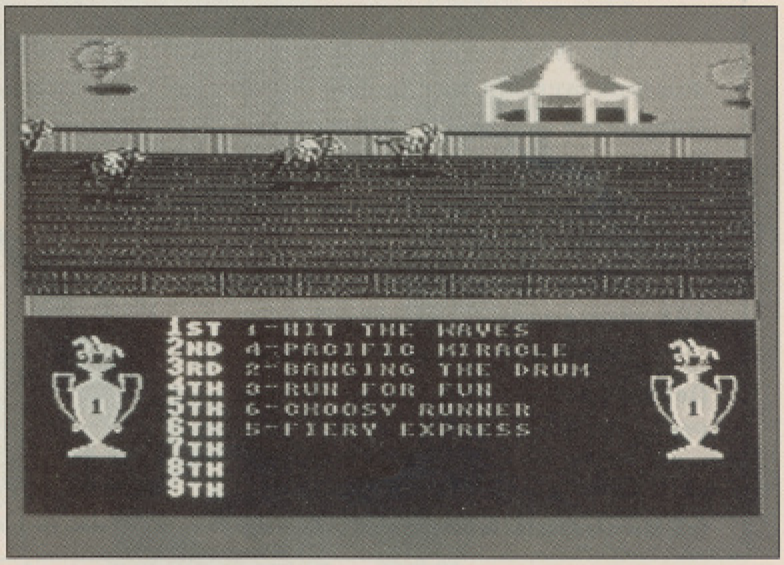
MINDSCAPE - £14.99 Disk

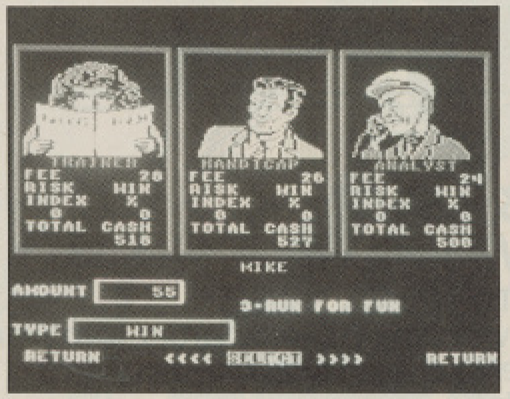
As Lester Piggot might say "Shish ish a gham aboot horsh rashing, und not taksh evashion"!

Money, ooh I love it! Gimme more of the lovely stuff!!! I want to make millions, but how do I go about it? Do I sell my body to medical science? Do I buy one of those 'Make Money Quick' book for £5.50 including postage and packaging? Do I rob Tescos and sell 'hot' bread on the corner of Camden Lock? Nope, I'll have a little flutter on the horsie worsies, and we'll see my stake money grow into a mountain on gross spondoolics!!!

Unfortunately I've spent me last £14.99 on this horse racing game from Mindscape so that'll have to do, and I'll have to wait for my next pay cheque (or next year's pay to accumulate that amount of money again) to arrive. So it's off to the Let's Pretend racetrack for me and my chums, and we'll all put pretend money on sprite horses.

The last game to allow us to do that was Daily Double (review in last issue) and although Ash thought it was okay, I thought it was a pile of horse whatsits, and I have the occasional flutter on the old nags mesel'. So when Omni-Play Horse Racing finally decided to load on my 1570 I wasn't too expectant.





The tips page - The one in the middle looks decidedly dodgy, could he be the editor of YC? Nope, I think I'll go elsewhere for my inside info.



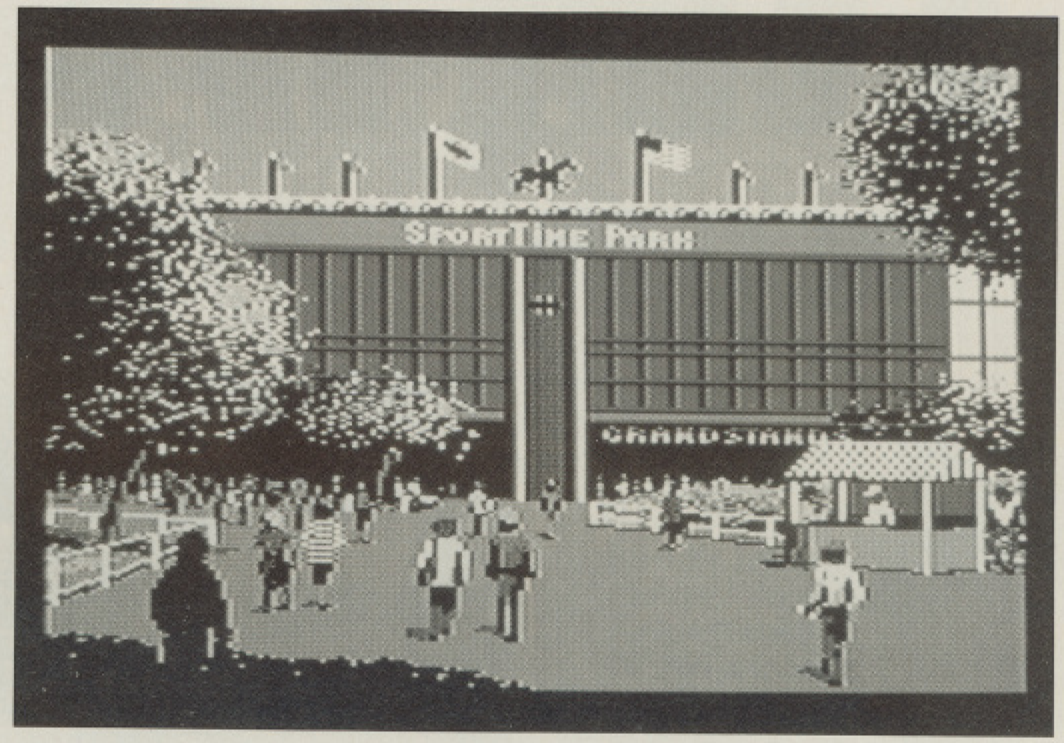
Fax

Money, Money, Money

The new five pence coins are absolutely disgusting. When I was first given one I thought that I'd been diddled with a foreign coin.
But no matter how weird and small and disgusting they are, they can't possibly be as downright nasty as the new five pound notes. Surely the Queen doesn't look THAT old, and who designed the colour scheme, Andy Warhol?

I was nicely surprised though (by the presentation at first) because the amount of options and the ways to play it are very rewarding for the passive gambler. For a start, it allows up to four players to participate, and the computer will make up the other bettors (up to the total of twenty) and you can have three difficulty levels to play at, and the win conditions can be set by you (ie. the first person, or computer player, to reach the target, wins the game). There are Win, Place, Show, Exacta, Quinella, and Triple betting options. You can buy tips from other bettors, and you can even plough through all the form





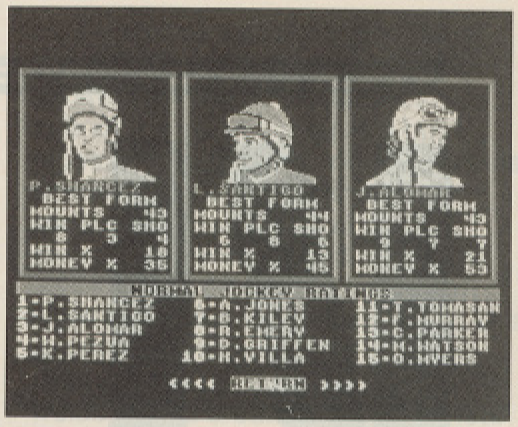
I think I'll have a hotdog first!

ratings and jockey ratings that you'd want to.

And there are even countless options when you have placed your bet and you settle down to watch the race. You can watch from overhead, in which mode you see the horses in number form, or you can watch from the side of the track, only switching to overhead when the horsies are going round corners. After the race you can even have a photo-finish



What a big cheesy grin! He must be confident, I hope that's my horse or I'm in big trub.



view of any of the final positions, showing how close the horses were at the winning post.

There are track conditions, and just about everything that has ever happened on the real flats. In Hard mode, you can even have stroppy horses and jockeys, so even the favourite might have a particularly bad day.

Omni-Play has mixed a complex game with some excellent graphical sequences, and some exciting gameplay. Its game get better each time, and they are starting to edge ahead of TV Sports products in their implementation.

skorebox

9	7
8	7

overall 83

KLAX



DOMARK - £9.99 Tape, £14.99 Disk

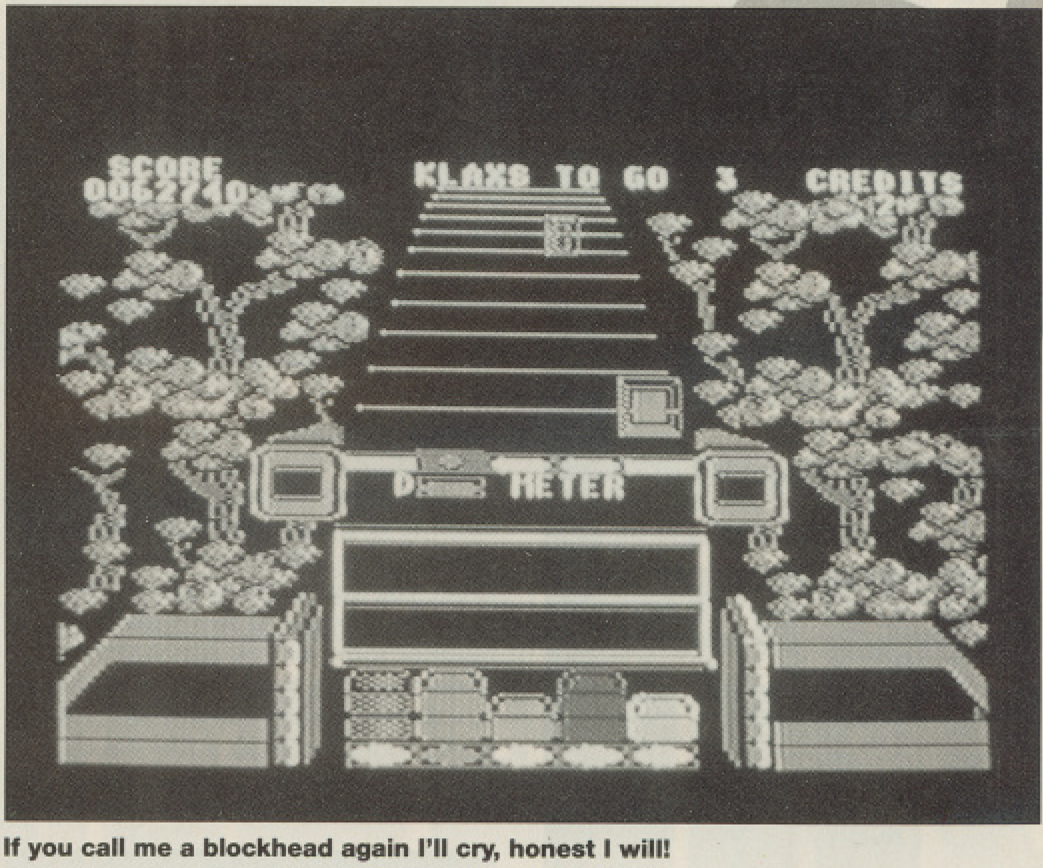
No, KLAX isn't some kind of wierd Tropical disease. It's more a way of life.

I've got the Klax. Before you retreat to a quarantine zone, let me tell you that Klax is the latest arcade conversion that Domark have brought to the small screen of your 64. And to say that it's stonkingly good would be doing it an injustice. In fact it is very stonky indeed.

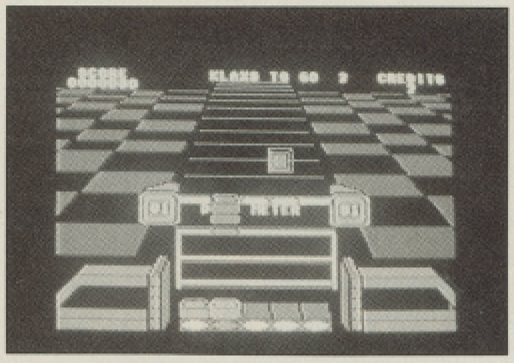
On the face of it it doesn't sound all that special. A load of tiles are winding their busy way down an intergalactic conveyor belt. Your task is to stop them from falling into the void by catching them on your paddle and flipping them into a pit. You might think that that sounds easy. Well, it would be of course, if you could just throw them in any old how. But in order to avoid overfilling the pit, you'll need to be devious.

Extract from Intergalactic Klax Training Manual Volume 3; "The very nature of the drifting space tiles is in doubt. They are made of some strange compound that has no reaction with other colours, but when exposed to at least two more of its own colour, it will glow brightly, and mysteriously disappear...It matters not in what order the tiles are placed, whether vertical, horizontal or diagonally, but the crowd seem most pleased by the more exotic approaches".

As the tiles roll towards you, your paddle can move to cover their path.



If you call me a blockhead again I'll cry, honest I will!



Ploppp! !

There are five bands, one for each place in the pit. The paddle can carry up to five tiles before being overloaded, and each of the pit's five bands can take up to five tiles each. At the start of each screen the task for that level is set. This might be to score a certain amount of points, survive for a set number of tiles, or just to create a number of Klaxes. A Klax is three tiles of the same colour in a row. Get four in a row and it counts double; five in a row counts as a triple.

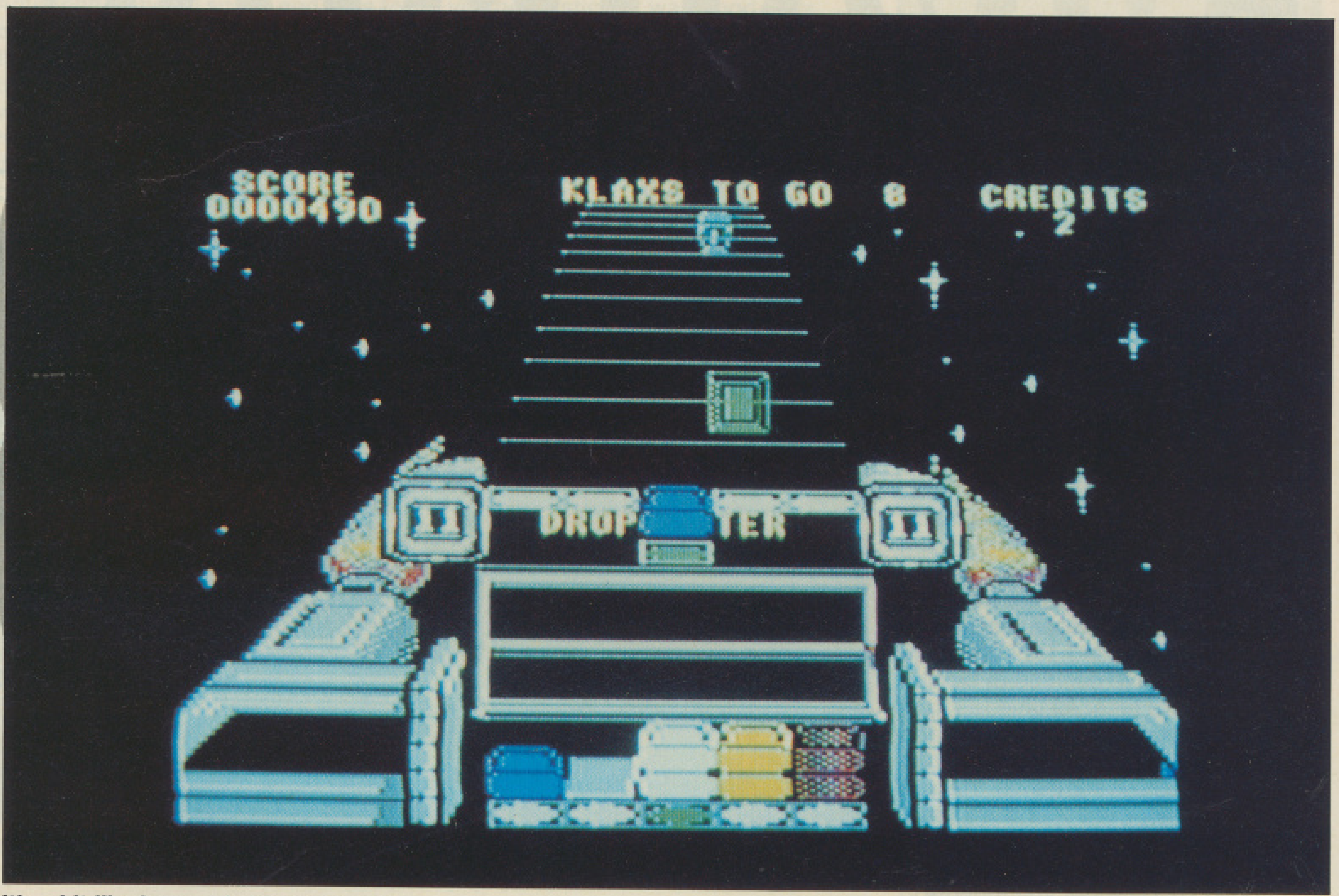
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Walk Like an Egyptian

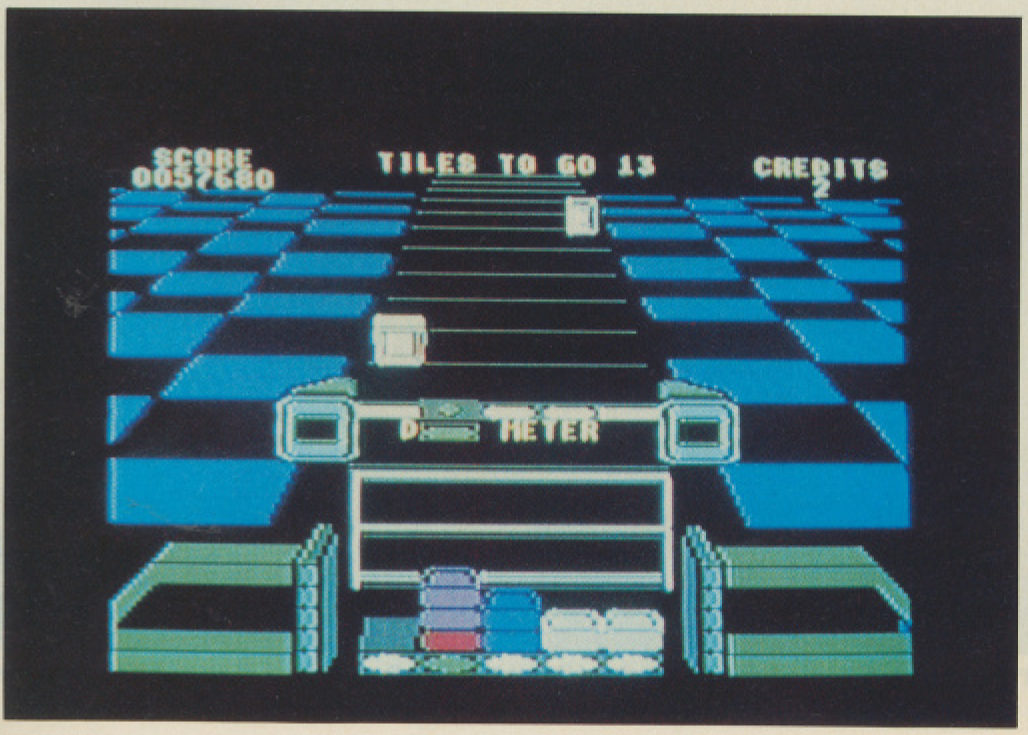
Domark is a software company, not something that a baker washes off of his rolling pin.
Tiles were first invented by the Ancient Egyptians, but theirs weren't delivered to them on large conveyor belts. Their football team was reputedly the best in the world in 1990 BC. Unfortunately, the World Cup didn't appear until nearly four thousand years later.

As well as a straight line, there are other more exotic Klaxes. You can make a Big X, which uses nine tiles of the same colour in a huge cross; you can set up multiple Klaxes which award bonus points. But should a tile fall over the edge, it gives a little scream and one of the lights on the dropmeter lights up. Light all three and it's game over. The game also ends if you fill all of the space in the pit. Lesser mortals will welcome the credits option that lets you continue on if you die, just like the arcade.

Very nice graphically, although quite simple as you'd expect, and the sound is very crisp and adds to feel of the game. If you like action puzzling games then try it out, you won't be disappointed.



It's a bit like lego, only it's not really!



skorebox

8 9
7 9

overall 93

All Time Favourites



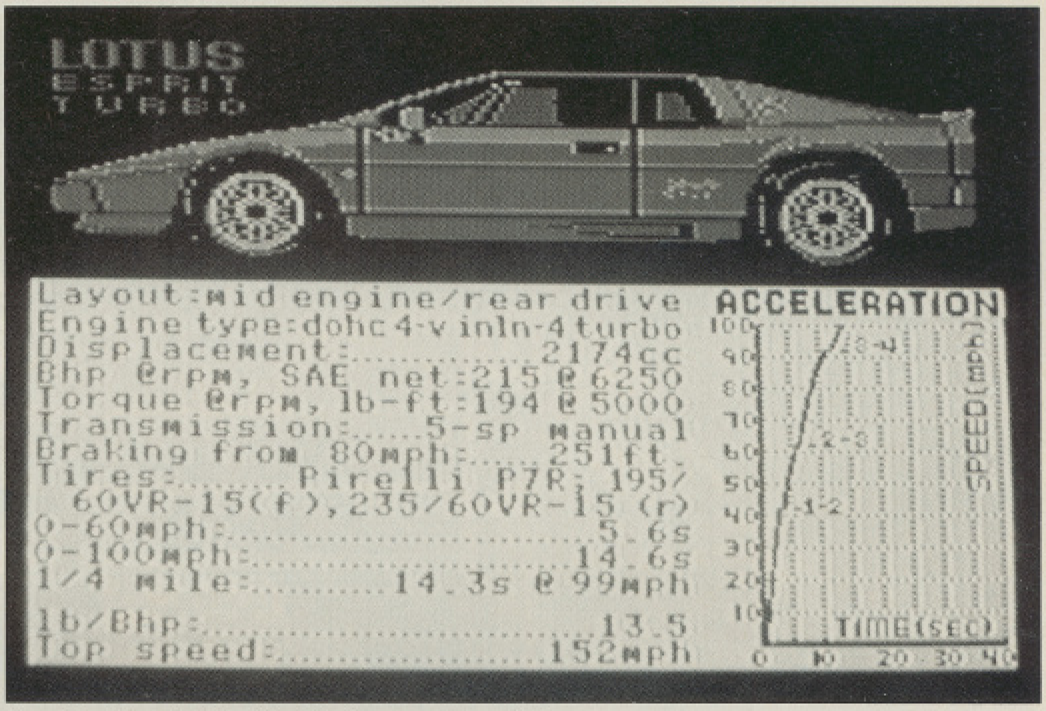
ACCOLADE - £9.99 Tape, £14.99 Disk

Four for the price of one? Surely not? Oh yes! Yummy.

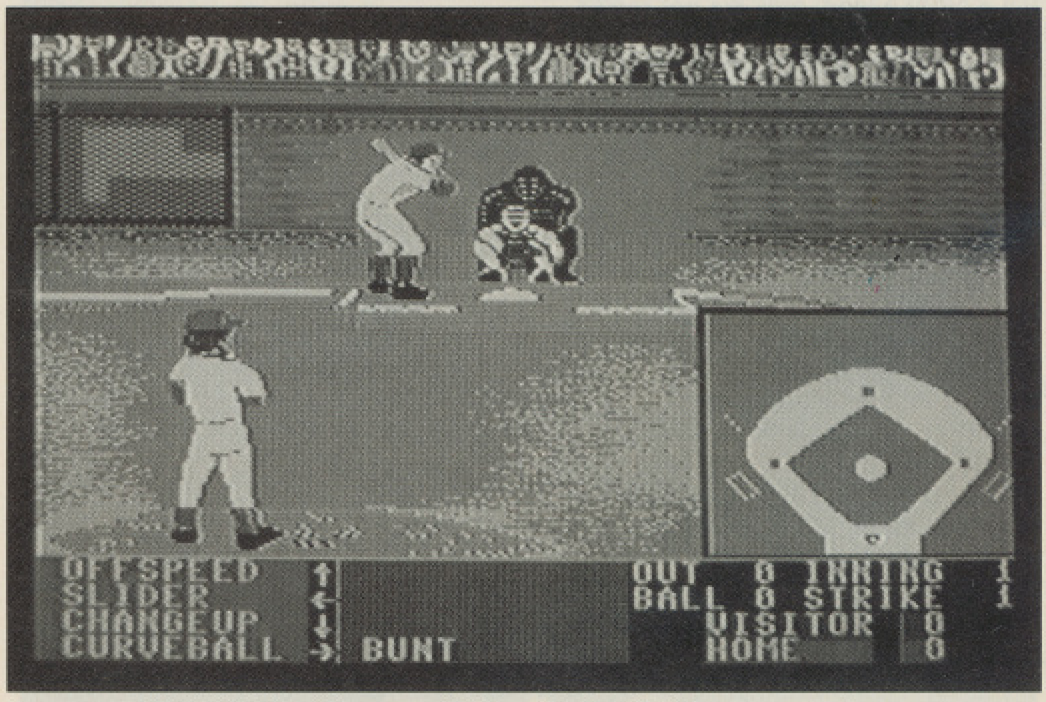
Although Christmas is traditionally the time for good cheer, peace and goodwill to all Mankind, it's summer that Accolade have decided to be generous in this time. All time favourites features four great little games for a song. Sorry, that's how Kylie Minogue pays for things. You will have to part with some cash, but not all that much. The four games are Hardball, Test Drive, Mini Putt and Apollo 18. Hah! Bet you thought that they had done a compilation of sports games. Nope. Apollo 18 put the brakes on that theory.

Test Drive is a classic driving game. It's you against the clock, the law and the other driver as you push your high-performance car to the limits of its endurance and speed. The view is from behind the wheel. You'll need to keep an eye on the petrol gauge, the rear view mirror and the rev counter as well as the road ahead if you're going to suceed. Things can get pretty hot behind the wheel of a Porsche or Ferarri so you'll have to learn tact too. At various places along the way there are garages to refuel your tanks. Miss one out and it's game over time, but pull in and you'll get a progress report.

Hardball is quite an old game now. It is a simulation of the



Now that's what I call a Tonka toy – Test Drive.



I'm gonna hit it this time for sure, oh damn! – Hardball.

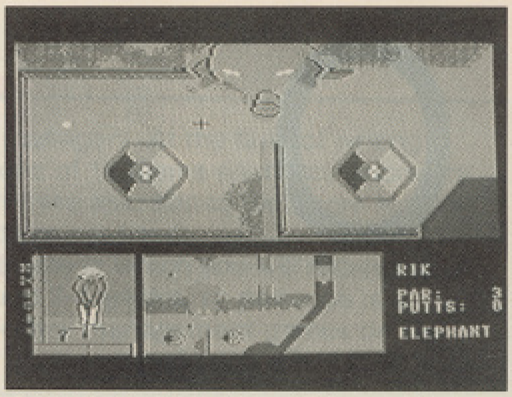
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I Like Driving In My Car . . .

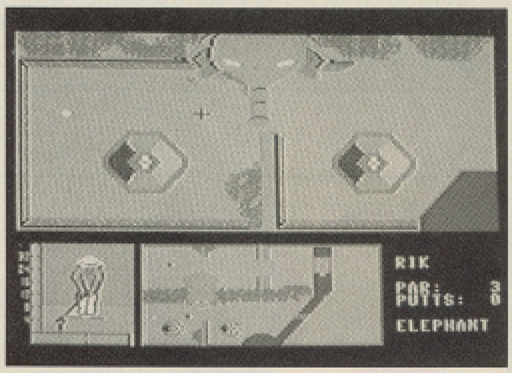
"Drive" can also mean "annoy", as in "You drive me mad".
"Mini" is a type of small car. "Putt" is the sound of a dog's lunch repeating.
An owl's head can turn almost 360 degrees.
A dog's head can't. Dogs can bark however, whilst owls only hoot.

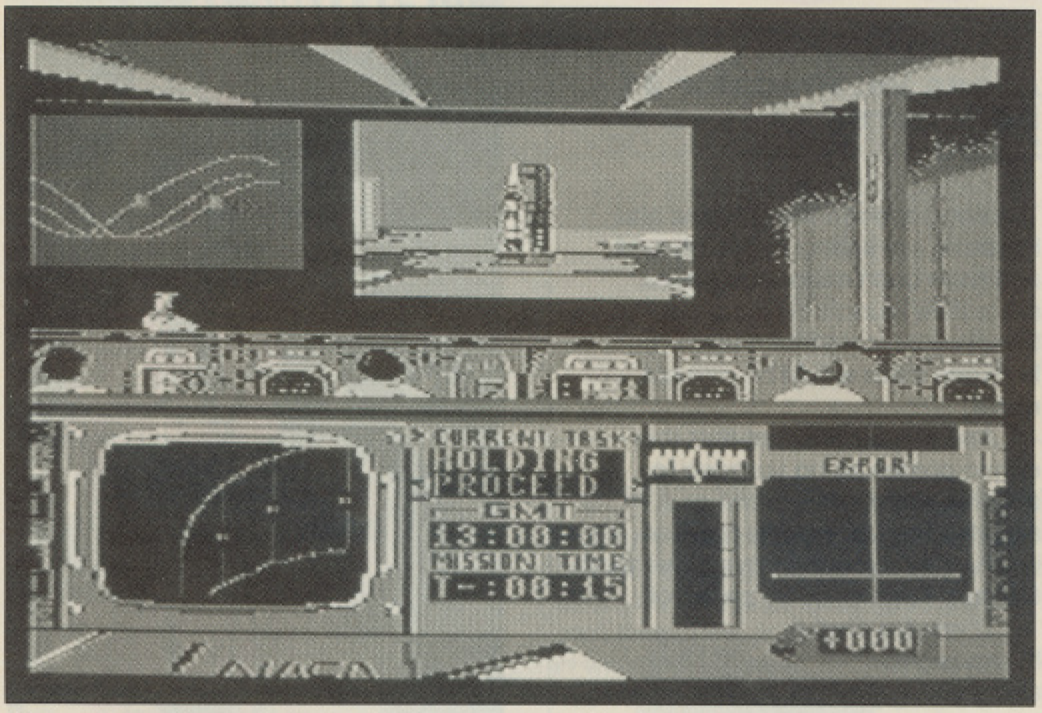
American National sport, and tries to capture all of the excitement and thrills of the sport. If you've watched the games on Channel 4 you'll know what it's all about. You're going to have to make all of the vital decisions as well as handling the performance of your team directly via the joystick. It was good in its time but looks dated now.

Mini Putt is an odd game. It recreates the dangers and excitement of the crazy golf course. Don your plus fours and peaked cap and go forth with keen eye and sharp putter. All of the classic holes are there, from the windmill to the loop the loop. The game plays like a golf game, lining up each shot and gauging the power you need to use. Obviously, wind is less of a factor in crazy golf and there is absolutely no need to shout "FORE!", unless you want to scare the hell out of your friend as he lines up to take his shot. Good fun.

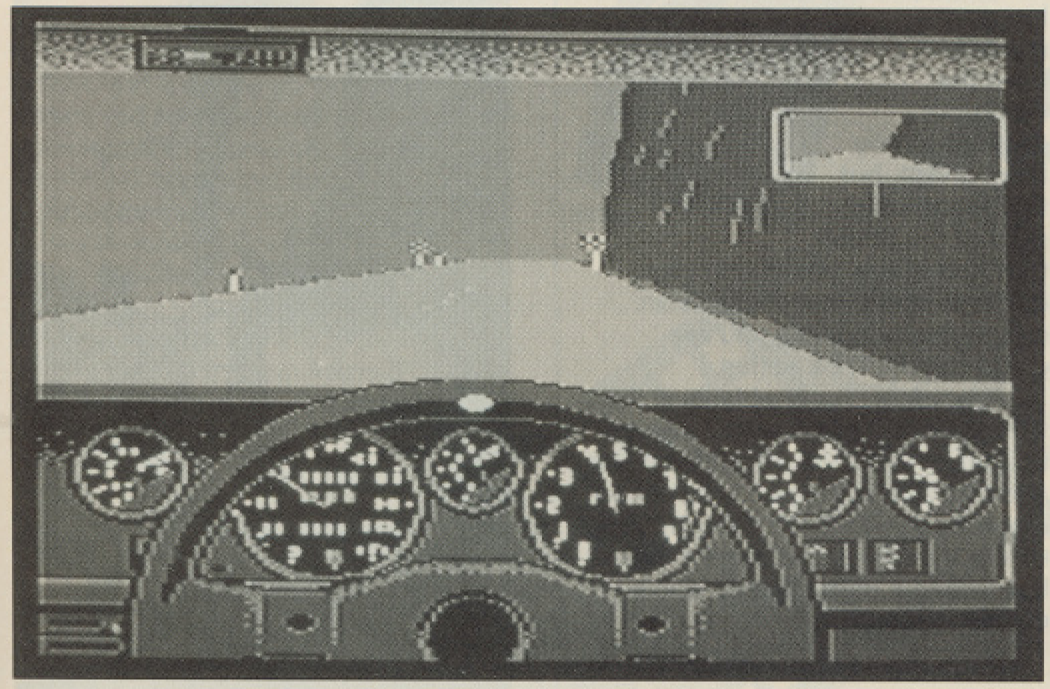


First the trunk is in . . . Then out! – Mini Put.





Get ready to thrust, let's do the Timewarp again – Apollo 18.



A peaceful drive over hedgehog and rabbit – Test Drive.

Finally, Apollo 18 is a space mission. You have to fly to the moon and retrieve a probe which landed there in 1967, and repair in space three satelites that are badly in need of their 10,000,000 mile service. Of course you'll have to catch them first. Each mission has about eight components, from take off to re-entry and eventual splashdown. Along the way you'll probably have to try your hand at moonwalking too. I've always found space simulations to be a bit on the bland side, and my opinion hasn't really been changed by Apollo 18.

Certainly not a bad buy. There's better games around, but four for the price of one is good value. Worth looking at.



OdDbods

What's rad? What's cool? What's going down? A bunch of old foges like us wouldn't have a clue, but here's a few things we quite like to go along with our ovaltine and digestives.

COMICS



Revolver #1 Fleetway £1.65

2000AD offsprings are coming at us thick and fast, and there's none more thick or fast than Revolver. Aimed at the 'mature reader' (like most of today's 'rad' comics) it supplies what it promises. It is reminiscent of the other comics of the ilk (Deadline, A1, and perhaps even Strip) but with one major difference, it is full colour from cover to cover, something that perhaps suggests that it is aimed at a younger readership than originally expressed.

The strips themselves are all suitably different from each other, with the intention that they contrast each other favourably. To me though, it looks as if one or two of them were last minute inclusions that stick out like a sore thumb.

The high point is undoubtedly Dare, an up-to-date new age version of Dan Dare in a sort-of Dark Knight Returns stance, although the bio-like tale Purple Days, based around the exploits of Jimi Hendrix, is pretty poor in comparison.

Revolver is almost the comic of today, but has a way to catch up with the ever-improving Deadline.

Rik Henderson

Aliens Vs. Predator #1 Dark Horse $2.50

The two seperate titles, Aliens and Predator, are selling incredibly well, and have been major successes since their launch. Sense would therefore indicate that a team up between them would be one hot move.

And it is for this fact that this comic comes as no surprise to anyone. What does come as a surprise is that humans are also involved in a plot that even Twentieth Century Fox would be proud of.

There are these humans see, and they are incredibly unlucky, because not only have the Predators decided to pay them a visit, but the Aliens want a slice of the action too. And in this tale of complete carnage where everybody is an enemy the only thing you are guaranteed will be action.



Artwork is reasonable, and the writing is very good, and it comes at a time when both Predator 2 and Alien 3 have both been announced. I wonder what is next though, 'Jaws meets the Aliens and the Predators, but falls foul of the Thing, who's cousin is the Blob'?

Rik Henderson



PBM

against other such managers. At the time of writing, there are two divisions of 12 teams each, and more are to come. Rex Enterprises also states that more leagues will follow once each one is filled.

Turn around (the time in which you will receive each result sheet) is around 3-4 weeks, so patience is a virtue, but unlike football management games on the commy, the thrill of beating a real person is a thrill unto itself.

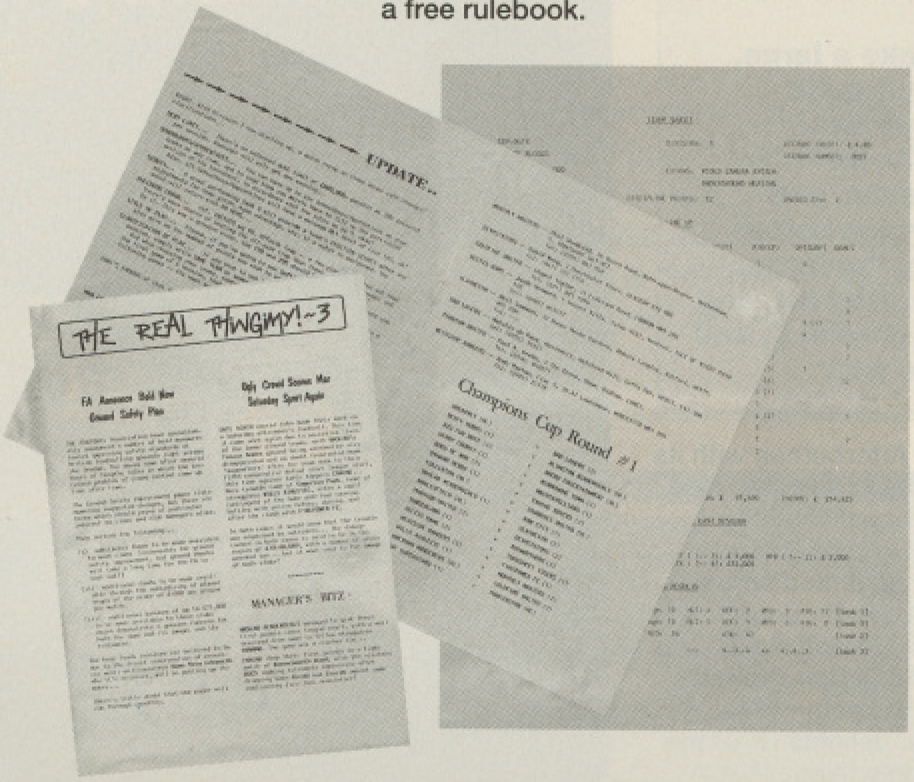
A third division is currently being prepared, so if you write to Rex Enterprises mentioning 'YC', you'll receive a free rulebook.

Rik Henderson

The Real Thing
Rex Enterprises
28 Gladsmuir Road
London N19 3JX
£14 a season
or 60p a game

Football PBMs are a mainstay of the hobby, and they are increasing in playability and complexity every year. The most realistic of games so far would have to be The Real Thing, and it is surprisingly also one of the cheapest.

A PBM, for those who are unsure, is a Play By Mail game, a way of playing a game by post. In The Real Thing, you are the manager of a football team and you must guide your team to glory



VIDEO

Back to the Future Part 2
CIC

Now available for rental is the sequel to one of the best teen films of some time, and it arrives on the eve of the third and final part in the trilogy. Back to the Future Part 2 is far more complex in plot that its predecessor, but retains all the pace, action and overall oomf! Again it stars Michael J. Fox and Christopher Lloyd, and carries on directly where the last one left off.

Dr Emmet Brown (Lloyd) arrives back in 1985 to warn Marty (Fox) and his bride-to-be that their future children are in trouble and that they must travel with him to help them.

Naturally they both do, and they find that the future is fraught with just about the same dangers as in their own time. They manage to succeed in what they went to do, but Marty has other plans too, in the shape of a sports almanac detailing all the results of sport events for many years into their own future (a quick flutter and he could be rich). This is where things start to go wrong.

The film then flits from time period to time period, including 1945, the setting of the original movie. The camera trickery is superb, and at one point there are three Marty McFlys on the screen at one time. The pace is electric and at times it is hard to keep up, but it's worthwhile to do so, and anyway being on video you can always rerun the scenes you don't quite understand.

Rik Henderson



r e v i e w

GALAXY



ACTIVISION - £9.99 Tape, £14.99 Disk

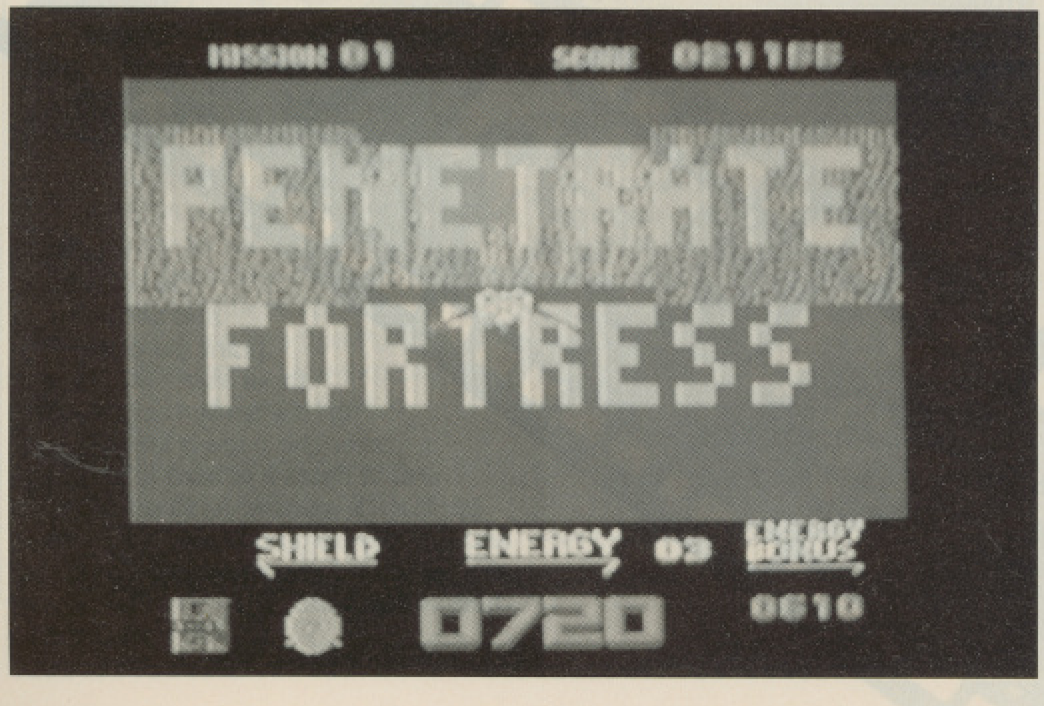
Take a large, hydraulic operated arcade machine with excellent graphics and stomach churning action and take away the large, hydraulic operated bit, and the excellent graphics, and what have you got?



Being attacked by large ominous blocks ain't what it's cracked up to be. The Death Star-alike is a few short miles in the distance, and all they give me is a ship made of Lego!!!

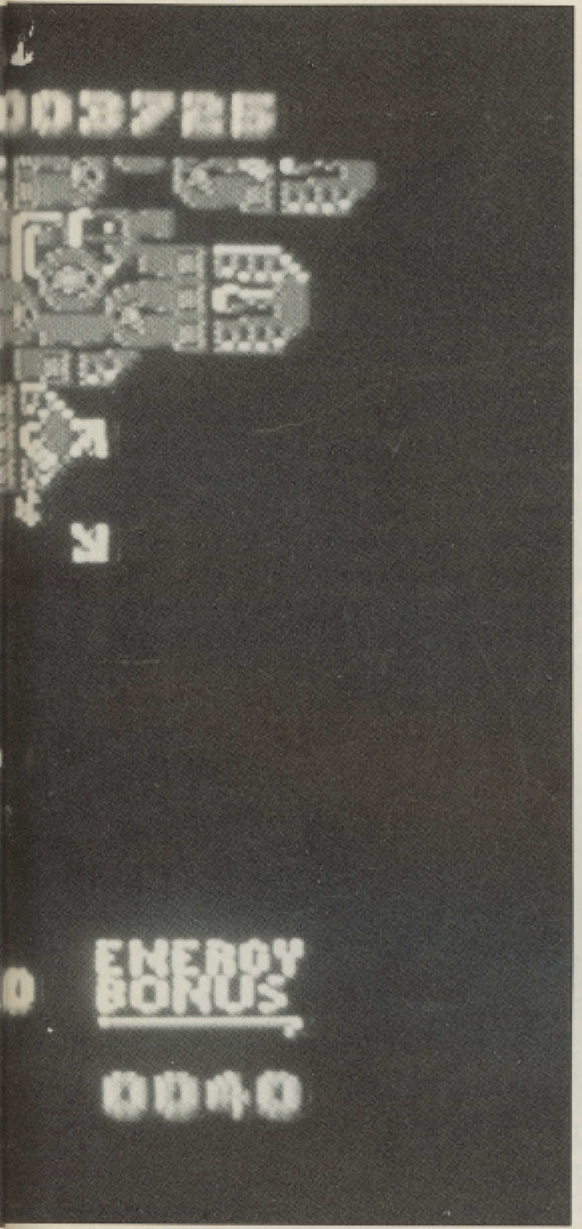
Remember Afterburner, with its excellent hype and little else? Well the sequel in the arcades was this big, bad jobbie, that ran on wind and jerked around violently, and cost a hefty pound coin in London's Oxford Street! Now Activision, bless its cotton sockets, has decided that the commy 64 should sample the delights (?) of the original, and the only things that seems to have transferred successfully is the need to have a bucket present after playing, so that you can say hello again to the contents of your stomach.

This is not because the action is frantic, nor is it because you can get a friend to spin you around and shake your chair while you are playing. The reality of it is that the colours on the screen, and the graphics are so blocky and jerky, that the whole thing is like watching one of those kaleidoscope thingies flash past your eyes every nano-second.



To make matters worse there is a plot that would give George Lucas a coronary, and his lawyers a new task, as there is a galaxy that has been taken over by a dark and evil force, called the Forth Empire (da, da, da, dummm!), and they threaten the future of distant civilisations (ahem!). There are five planets in the centre of the galaxy that have been taken over by the Forth Empire (da, da, da, dummm!) and you, as a member of the elite Galaxy Force (brandishing a light sabre, no doubt) must destroy their bases by flying over the planets whilst blowing the smeg out of everyone and everything (who said liberation was easy, or painless).

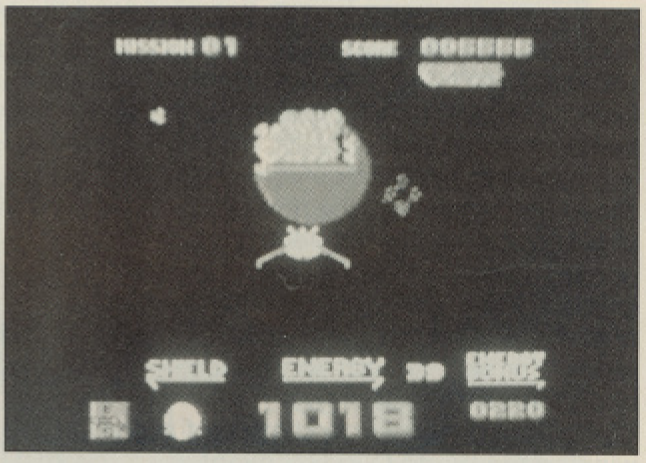
FORCE



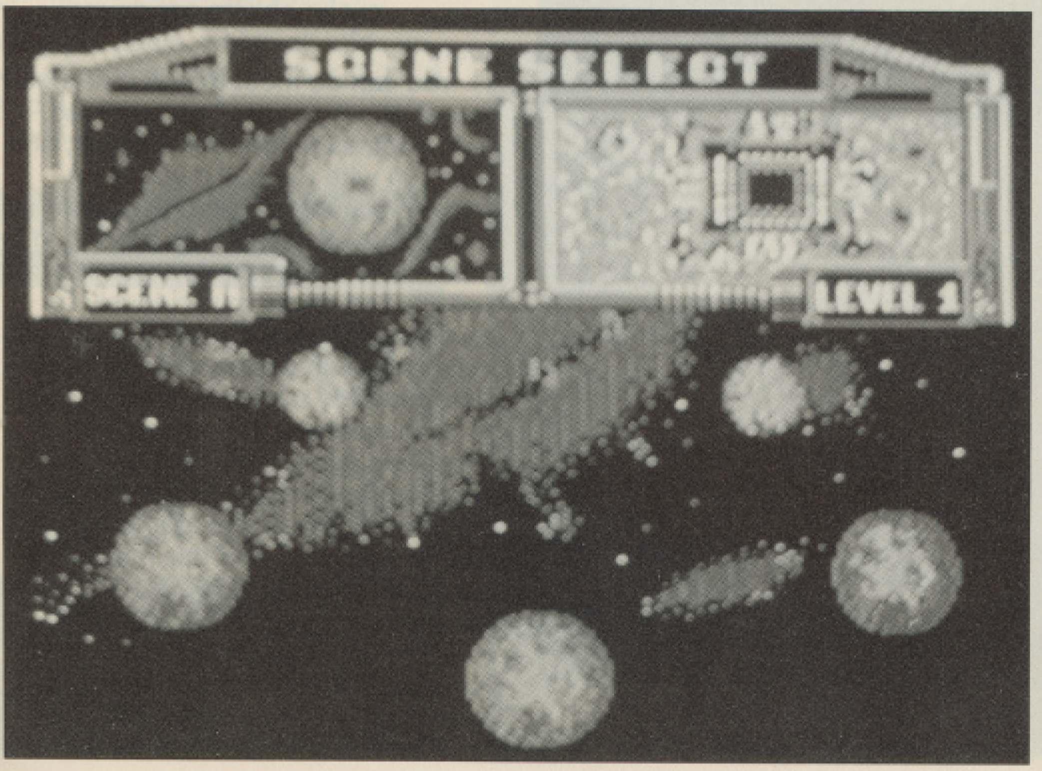
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Ummmm!
Galaxy is a brand of very famous chocolate and if you eat six Galaxy Easter eggs you'll find that you end up sitting on the toilet with your head over a separate bowl, making peculiar noises, all of the holiday! Venus on the other hand is a terrible record by Don Pablo's Animals, Bananarama, and a band that we can't quite remember.

This is done through your 'handy, go everywhere, and smeg everything lock-on target system' (only 5.95creds at your local retailer) as it locks onto any enemy, or innocent victim of oppression, allowing you to just keep your finger on the fire button, and wibble the joystick about a bit. If you wibble it fast enough, you'll most probably save the planets and wipe out the threat of the Forth Empire (da, da, da, dummm!), as that's about the extent of the gameplay, although you can speed your craft up or slow it down with some deft stabs of the space bar, but I never bothered and it didn't seem to make much difference.



If you've ever played Afterburner you'll get my drift, it's very similar, and the gameplay is nigh on identical. The graphics though are actually worse (if that's possible) and the only saving grace that the game may have is its sound. Galaxy Force is the poorest release from Activision for a long while and may provoke it to reconsider such ludicrous arcade conversions.



skorebox

	6		3
	7		2

overall 47

review



US GOLD - £9.99 Tape, £14.99 Disk

Every four years the World Cup comes and goes, and so do the related footy games. RIK looks at one of the more accurate ones.

ITALY

Of all the footy games that hit us this summer Italy 1990 must boast the best presentation. You get a lovely big box, a chance to win a trip to Italy (erm.. well expired by now), 50p off a World Cup Joystick, a splendid (if rather small) poster, a very glossy world cup book (entitled file-of-facts) that tells you everything you ever wanted to know about the world cup past and present, and oh yes there's the game as well.

After all this bumf you might be a little wary of what the game is like. I mean, we ALL remember World Cup Carnival, don't we? But gosh, shock, horror the game is a bit good if you know what I mean!

There are two loads involved on the cassette version, the first is the cool, neat, and dudey selection screen where you get to choose the game options and team you wish to play. Each team has different ability ratings for skill, speed, aggression, and strength, all out of five.

Therefore, on your first attempt at winning the World Cup you might want to try Brazil or West Germany, but when you feel like an expert at it, Cameroon or Costa Rica would be a stiffer challenge. The team selection is cool presentation wise too, as all the home and away strips, plus the flags of the nations, are all displayed.

Once this is done the second load takes place and then you are faced with more options in the way of team and formation selection. You have a squad of twenty players (unlike the 22 in the real World Cup) to choose the best eleven to fit your chosen formation out of players who all have individual skill, speed, aggression and strength ratings (the game does not require subs). Once this is done they all trot onto the pitch with a roar from the fans, but no naff band sounding the national anthems as if they are playing through a kazoo (like in real life). All the players look as if they have been on steroids for far too long, but at least there are eleven of them, unlike some other games, and they wear the colours that you'd normally find them in.

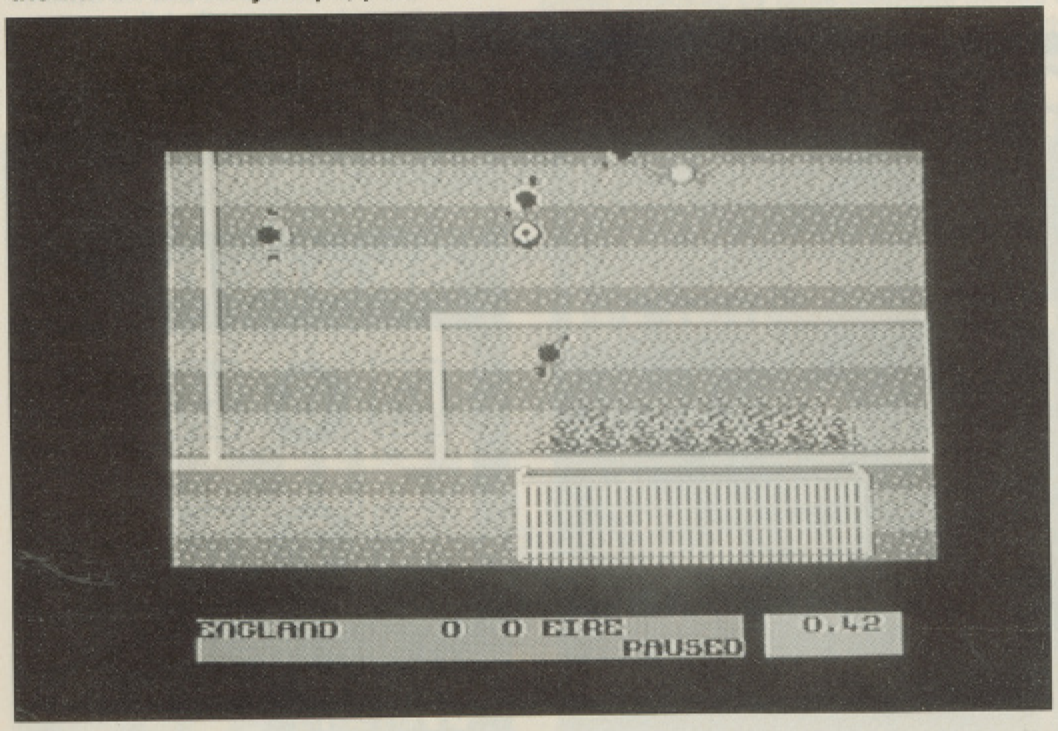
The player nearest the ball flashes from the colour worn to white and back again almost as if he has lodged his metal studs in a plug socket, but this is a far better method of player recognition than the floating arrow that follows players in other games. And it is in this gameplay section that Italy 1990 performs best. If comparisons were to be made between this and THAT football game (Kick Off, of course) then this would be my choice as the better of the two, that is until THAT game's sequel is released pretty soon.

You can do most things that most games allow you to. You can head, kick, hoof, slide, dribble, slobber, and even run with the ball if you want. This is because unlike THAT game your boots all seem to be dipped in Golden Syrup as you twist and turn and the ball sticks miraculously to your foot. There is a province for fouls and even yellow and red cards, distributed by a referee in the stands as he is nowhere to be seen on the pitch, and every time there is a ref's decision the scoreboard promptly tells you so. Fouls though come few and far between, and this makes any games against Uruguay look very unrealistic indeed. But it is so damn playable that these little inadequacies are belittled. Another nice touch is the extra time and

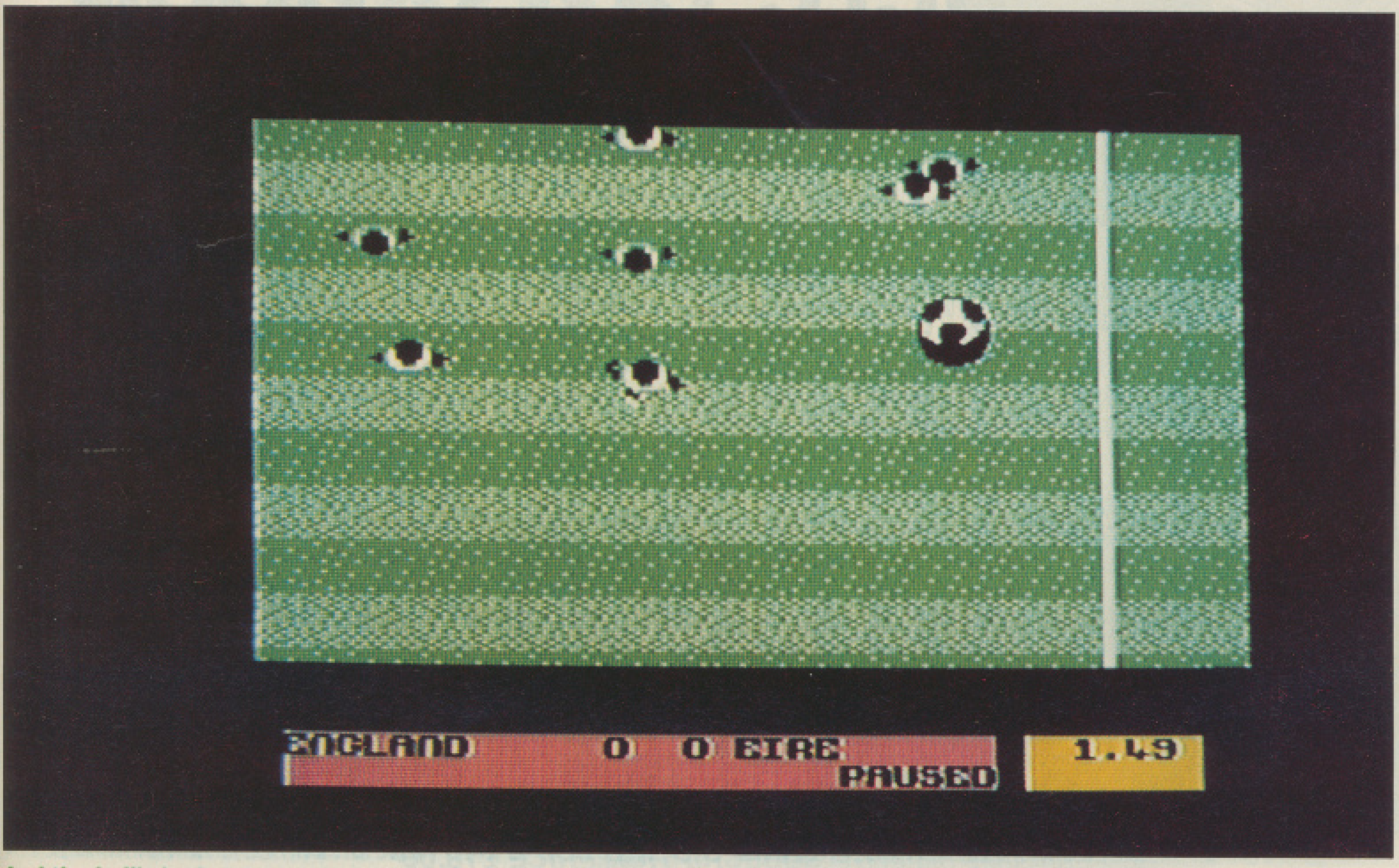
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World in Motion

The lyrics to New Order's World in Motion were written by Keith Allen, who is an alternative comedian and a member of the Comic Strip. He is best known for his portrayal of The Yob. He was also assisted by Craig Johnston, the ex-Liverpool winger who is now sunning it in his native Australia.



1990



And the ball's in the air, it thinks it's all over . . .

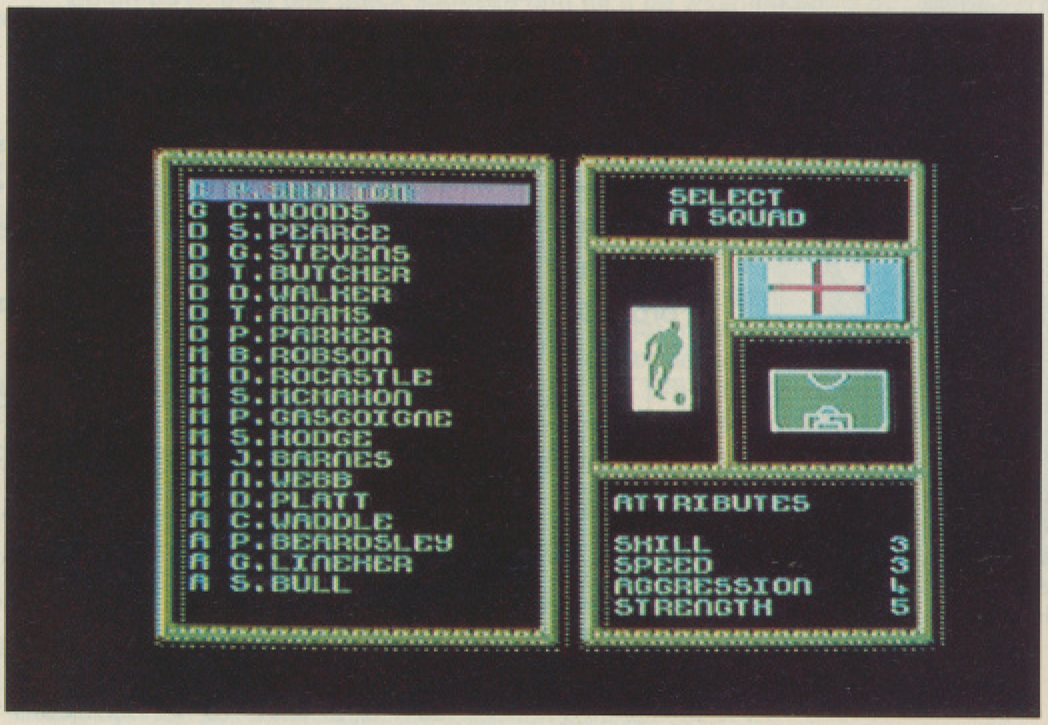
penalties option if that tough game ends in a draw.

There is little this game doesn't have, although the offside rule is missing yet again, which all adds up for an enjoyable little number, if a tad limited. I must admit I got through to the semi-finals with Brazil in my very first play of the game (I didn't even play a practice match), so the simple gameplay might be a touch too simple but this is not a problem as games of this ilk never have too much of a shelf life. It's nearly as good as the real thing although the Italians in this version do not practice their amateur dramatics on the pitch.

skorebox

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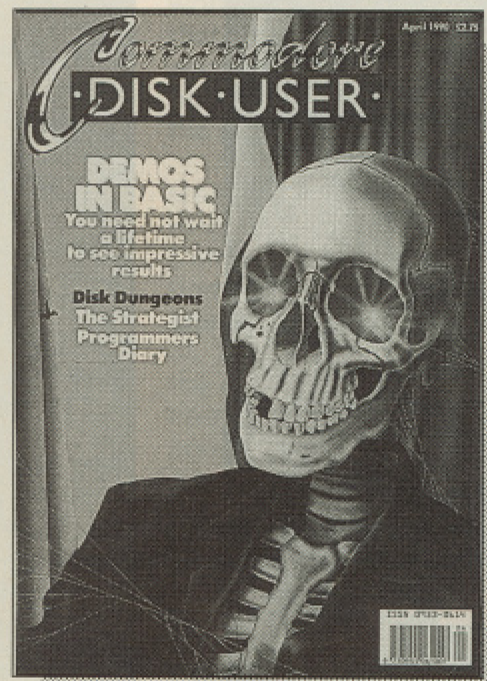
overall 85





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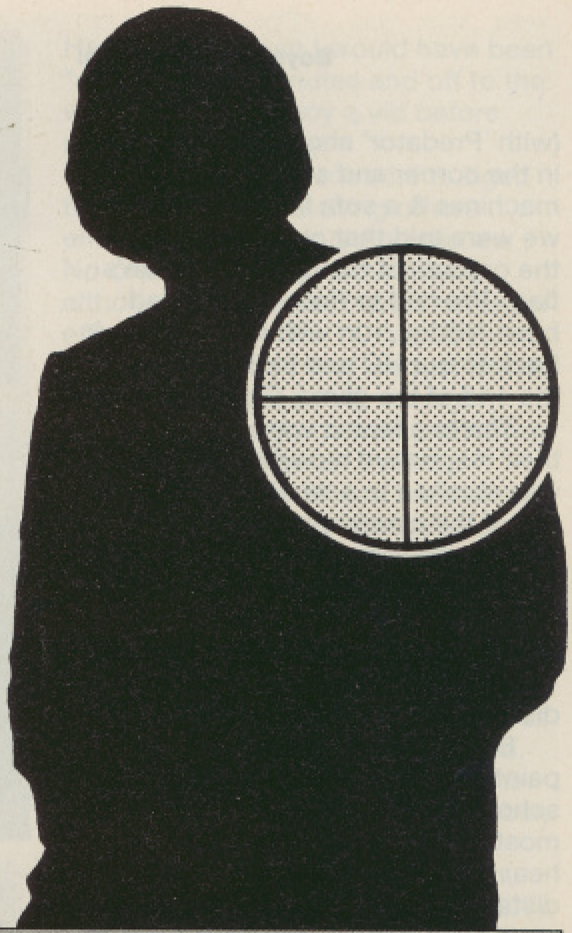
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YC

PAINTING THE TOWN RED



The YC team take on an Emap team at Terminator indoor paintball. Jeff Davy reports from a small hole.

"I fink it's time for Hot Leaden Suppositories snarled Flamehead in May's YC before blowing away a load of footballers. Let's face it, he's a violent psychopath, so he might find terminator right up his street. And if his street is in Kilburn, North-West London, he'll be even better off. For it is there that urban warriors can engage in a pastime that would thrill any Dulux employee - indoor paintballing.

Terminator is based in a burnt out cinema. The advert says that the venue has been "renovated for specific games use" but it looked more like the new owners arrived one day, painted the whole place black, added some lights and a sound system (eerie music, for the playing of) and turned the place over to paintgun-toting punters. And as long as you're over 18, you can hand over your £15 and join the ranks of amateur killers.

For your cash you can get kitted out in a boiler suit (in several sizes, short & baggy, medium & baggy and large & baggy - no problem for the Manchester style conscious), plastic goggles (as worn by school science pupils) and a face mask.

As soon as you sign away your right to claim in the event of death/injury/future inability to have children (the paintballs hit hard), you get a gun, three tubes of ammo



Go on do it. Just one quick squeeze and he'll be washing paint out of his ears forever!



What are they doing? That better be a McDonalds' straw or they're in big trub.

(small balls of red paint, which look more like bubble gum than high-speed projectiles) and two Carbon Dioxide cannisters (which provide the propulsion for the ammo). You are also responsible for damage to the weapon.

All togged up, you're ready to play. A squad of people dressed up is ready to do battle with anyone, or anything. A normal urge at this point is to check the gun. they (BOFF - SPLAT - Aaargh) pack some punch. The paint balls fly as close to the legal maximum speed of 280 feet per second as to make little difference.

What has not been revealed until now is that not only did a YC team head down to Kilburn, but so did an Emap team (publishers of - BOOOO, HISS - `ver competition). What's more, they'd played before. Oh no. Sensible money (about £5.50, or an advert in Popular Computing Weekly) was on a "smegging" for YC.

Ushered into the waiting area

feature

Boys and guns, pah!

(with `Predator' showing on a screen in the corner and several arcade machines & a sofa littered around) we were told that our objective was the capture of the opposing team's flag. We had to find where it had been hidden, run with it (in full view) back to our HQ and look after it until the end of the game. Er... Right.

The two teams were led off to their respective hideyholes. Our flag was stashed in a small room at the top of the cinema, at the end of a long corridor, and the team divided into defenders and offenders (that sounds right, most of the YC Editorial staff ought to be locked up). The game began and the latter lot disappeared.

Being in defence during a paintball game is like defence in school football. You get no action for most of the game, although you can hear it, or even see if, in the distance. I could hear the sound of guns firing and hitting either walls or people and the occasional shout of "Marshal - don't shoot" (the neutral



6. Ian. Nobody saw him for the entire game and he came back afterwards with the highest kill ratio.

7. Marcus. He was so confident he even brought his own gun. They don't allow Gatlings though.



5. Michelle, looking sweet and innocent. You should see her with a gun in her hand.

4. Douglas. What the hell is he doing, we went paintballing not fishing!

3. This is going horribly wrong, his name escapes me too!

2. Chris. Doesn't he look onimous.

1. Er... Can't quite remember his name!
He was good though!

Marshal is there to oversee the game) followed by guns firing and strained shouts of "I said don't shoot, MARSHAL!"

Sod this, I thought after many tense minutes. As the eerie soundtrack got more persistent and Emap stayed as distant as ever, I was on the move, darting into a doorway before sliding down the rows of wooden steps where the seats used to be. As the game-time neared its end I was onto the stage - where was the opposition?

I scampered nervously over the smoke-shrouded open area, before descending into the cinema's depths. Around me were the sounds of popping guns and shouting fighters. I had a choice of direction, either over a seven foot wall, through what looked like a brick fireplace or through the water room. The hole in the brick looked mighty small so I opted for the water room. I could see



The EMAP mob, boo!

the door on the other side... The murky liquid covered my inquisitive trainer and I felt it soaking my sock and foot. Cold as well. Yuck.

I opted for the wall. As I tried to pounce onto It I heard the cracking sound of a gun going off. A paintball smacked Into the wall. Someone was sniping at me. I ducked and looked around. Another crack and something bounced off my head, unexploded. A lucky escape.

Had It blown open I would have been "dead" for ten minutes and off to the waiting area to enjoy a vid before returning to the fray.

The game then ended. I trudged to the 'lounge', watching others emerging from their hiding places. No-one could tell who had won, although Emap hadn't even made on effort to capture the YC flag. Such confusion reigned that we just had to declare it a glorious YC victory.

The second game was a lot more topical - Hunt Salman Rushdie. Divided into pairs, it was a knockout tournament. 'Salman' himself (a.k.a. Alex, Terminator's owner) was dead annoyed when successfully hunted - and fancy disqualifying the foursome that got him (no-one mentioned rules against foursomes.) bad loser, I say.

The only real disappointment was finishing after the pubs had closed. The YC team were victorious to the end as they left Kilburn - if still sober.

Terminator is at 'The Old Broadway Cinema' 4 Kilburn High Road, London, NW6 - (071 328 7537). Open: 7 days a week, day and evening. Price: £15 flat fee. Over 18s ONLY!

8. Gerard. and if he doesn't look like Rick Astley then YC isn't the best 64 mag!

9. Huw, looking much like Fozzie Bear, and lurking for some reason.



10. Rik. Why does he always have to have his mouth open?

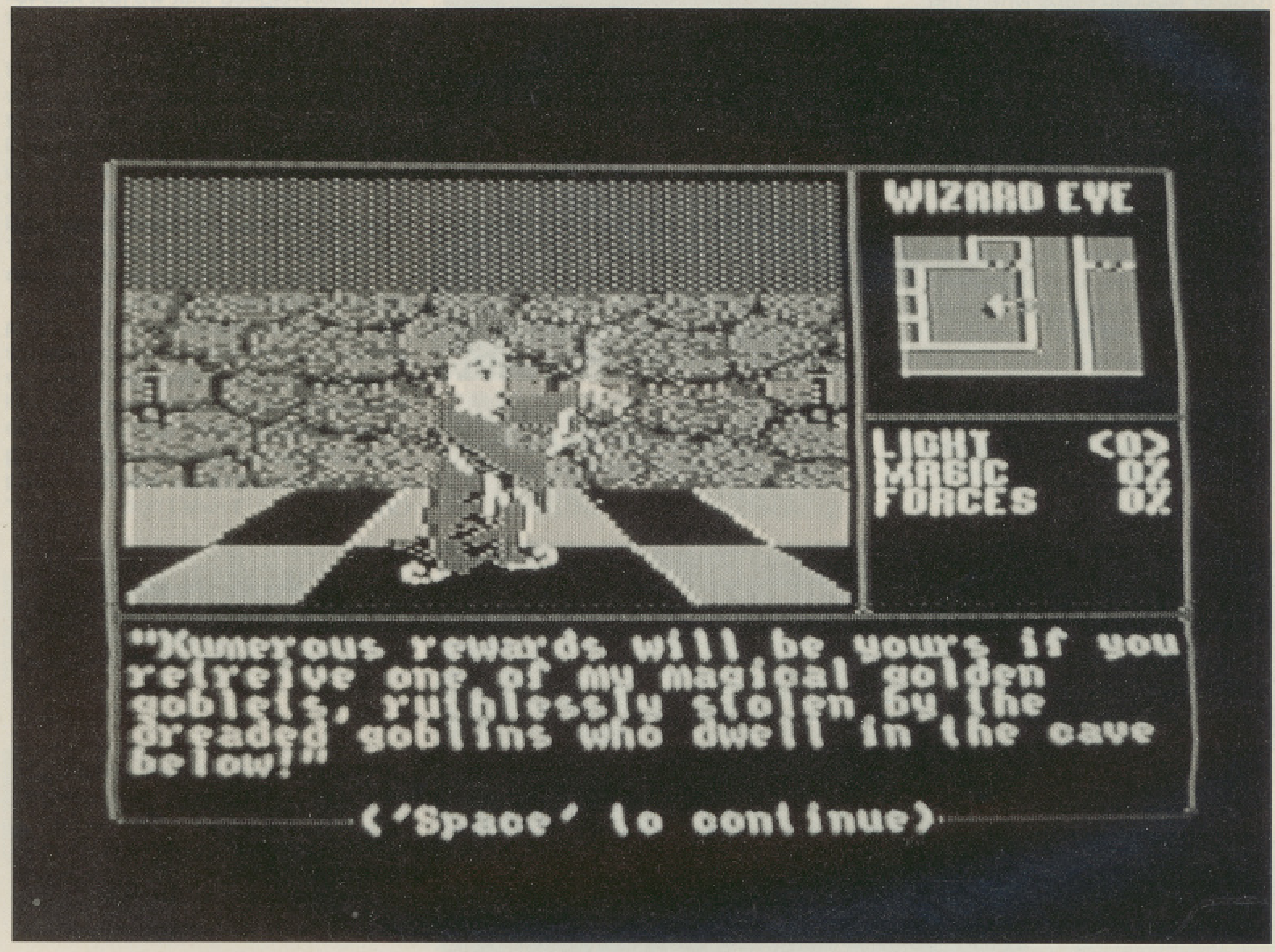
11. Ade. The editor of Your Amiga with the infamous raincoat still intact.

12. Jeffrey. The man behind this escapade, and defensive genius.

13. Ash. Oh come on, it wasn't THAT boring!

14. Seb (the photographer). You can't see him, why do you think all the rest were laughing?

MIGHT and MAGIC II



Did you hear the one about the Goblin with . . .



US GOLD - £24.99 Disk

Fantasy role playing on the Commodore will never be the same again.

Might and Magic II is more or less a standard in the tradition of computer roleplaying games. That is, it is a sprawling adventure set in a mysterious land. This land is plagued by many evils (or goods if you're that way inclined) that desperately need slaughtering mercilessly, and as a band of hapless adventuring types you've got the job.

Most roleplaying games have the attraction of building up the power of a group of people, whilst making them as rich as possible. Generally speaking, the more advanced into a game you get, the higher your character's "level" becomes. This means that the characters become more adept at handing out large amounts of damage to lots of nasty monsters, scooping up wads of treasure and just romping around the land spreading their influence.

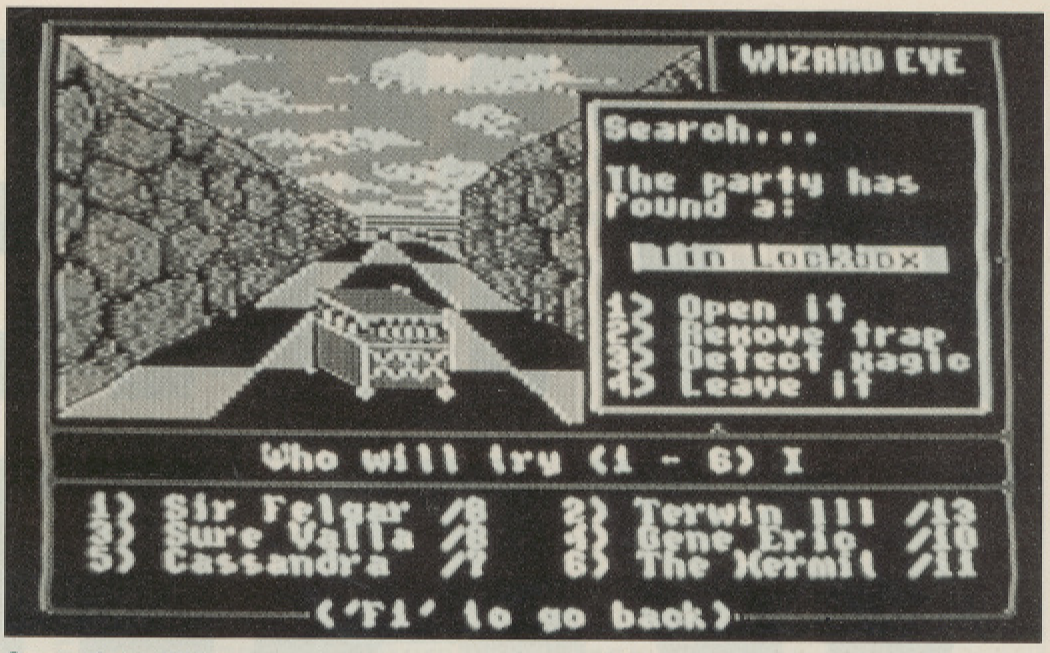
Might and Magic II is typical in that respect. However, it is completely atypical (there's a word for the day) in as much as it is completely superb in every respect, and is possibly the best role playing game on the 64. I know that I've said that before, but this game is different.

The action takes place in the Mythical land of Cron. Cron is more or less the average Mythical land, with lots of mythical towns and villages, mythical roads and fields, and mythical people and monsters. There are literally hundreds of monsters to meet and interact with. Usually this interaction involves a lot of gratuitous violence but you can bribe monsters or merely run away.

skorebox

	9		10
	2		9

overall 95



Go on then, I'll have a go!

Fax

Smelly Wars
Might is another word for strength, whilst magic means supernatural.
Thus, Might and Magic means supernatural strength.
As far as we know, Lynx deoderant have no plans to launch either Might or Magic as new additions to their range.

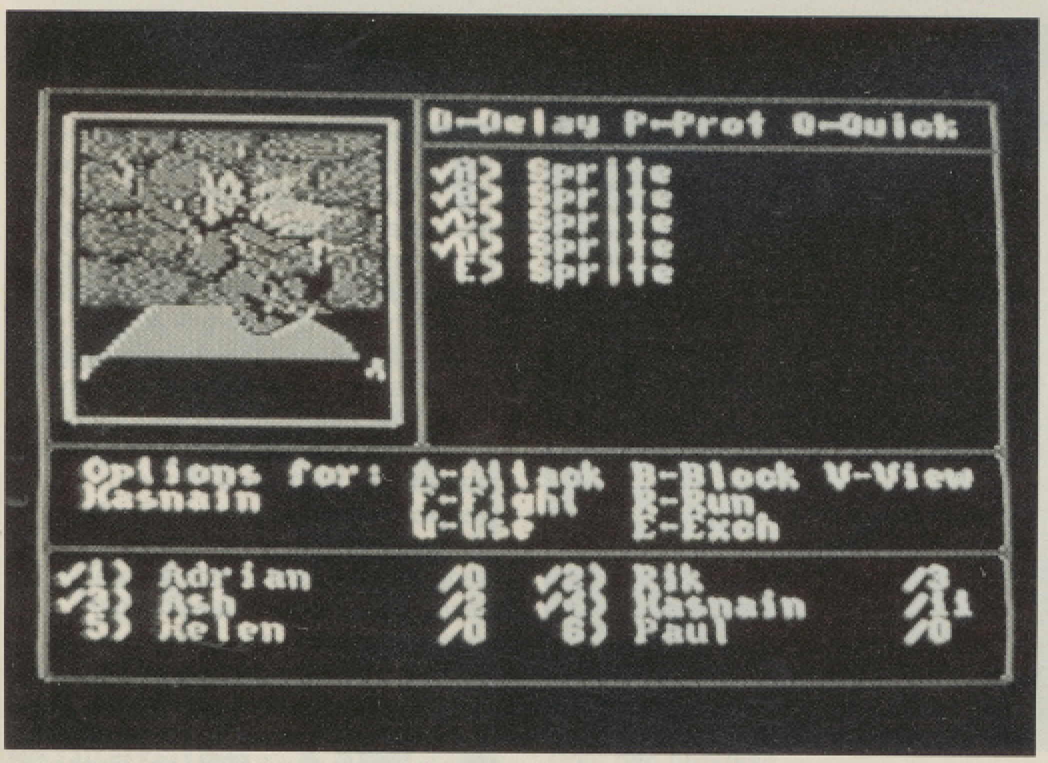
Your party will need to be created before any violence can occur (after all, you're only doing it for the scrap, so why pretend?). There are pre-created characters of various levels but it's always more fun to take characters from level one to the top. They mean much more that way. The characters are "Rolled up" in the time honoured tradition, by the computer generating random numbers for your statistics and you deciding what to do with them. Different types of character use different stats; for example, Fighters need lots of strength whilst Clerics need Personality.

Once you've assembled your force, you have to take them off into the land. You start at an inn, where you apparently met up and decided to adventure together. The rules for putting a party together are very slack, so you can mix alignments (good, neutral and evil) if you feel so inclined. However, genuine roleplayers will want to keep their party "pure", either having all good or all evil with the odd neutral. Another nice touch that experienced roleplayers will appreciate is that all spellcasters, whether good or evil, can use the same spells.

The screen display is nice and clear, though it looks a tad cluttered at times. There are windows for virtually everything, including a view of the location that you are in, a list of hit points for the characters and any vital information. Conversation (which is somewhat limited, admittedly) takes place in another window. The party will often meet people who offer quests to the party, and you can decide to take them on or not.

Graphically the game is great. The monsters are well-drawn and imaginative; they give a good fight, and you'll have to be careful about what you challenge at first. Assuming that you kill a monster, you'll probably find some treasure. This doesn't come easy either, as it is kept in some sort of box which may well be trapped. The traps will need to be disarmed if you want a share of the spoils but fail in the attempt and it's an early grave for you.

As you progress, the game carefully adjusts itself to cater for your higher level of power. Thus the monsters get more dangerous and cunning, the puzzles get harder to solve and the treasures get more and more rewarding. If you've ever played a roleplaying game then you'll be hooked by this one. It's really down to earth stuff, very playable and addictive. Go out and get it.



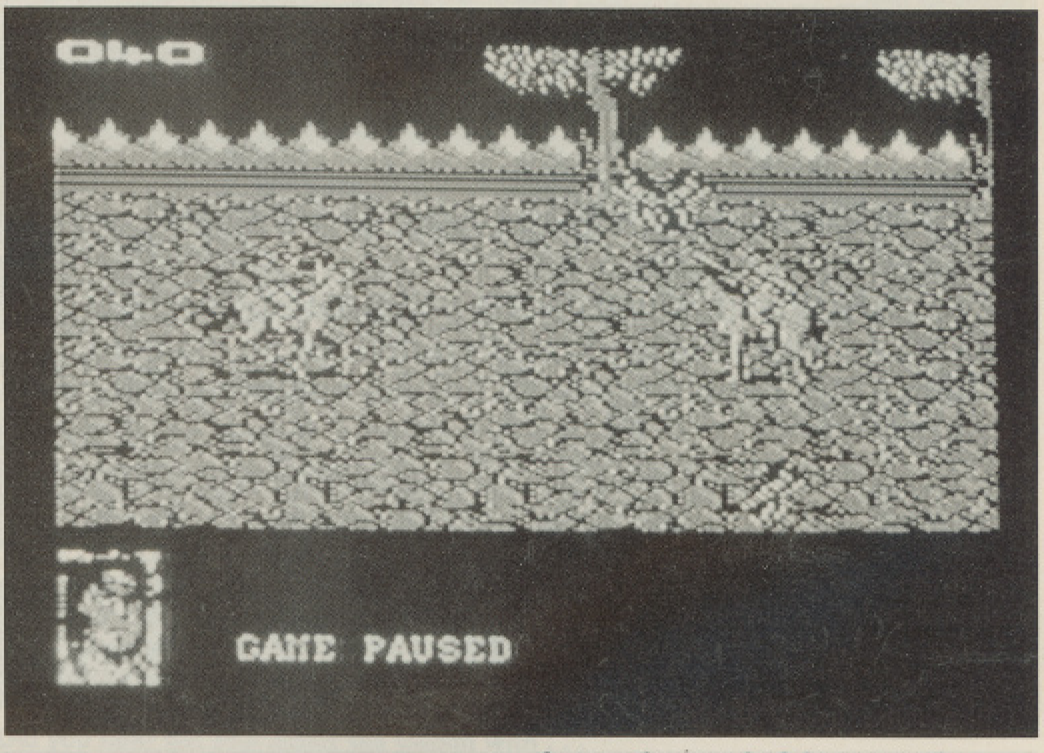
Just what we need, five cans of fizzy pop!

DYNASTY WARS

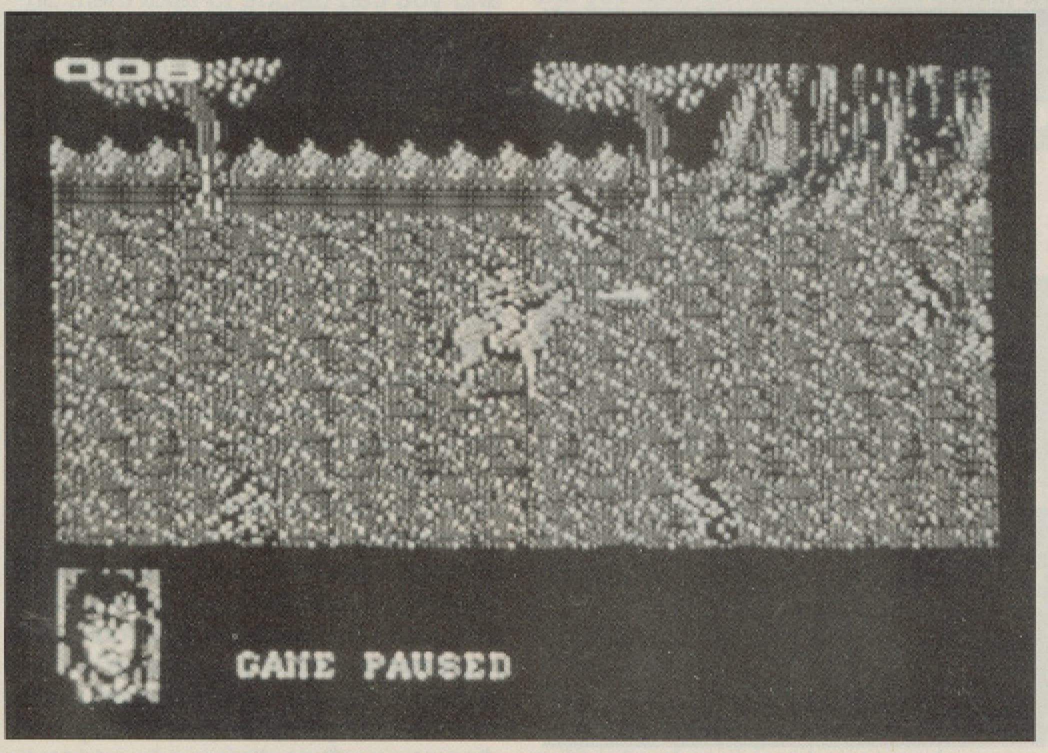


US GOLD - Price:9.99 (Cass), 14.99(Disk)

Da-da-da, dum-da-da-da, da-da-da-da-da-da, duh-duh-da duh-duh-da... Nope, wrong Dynasty. This game is not the Joan Collins Simulator but a game of Oriental battle with sharp pointy objects and magic spells. Rumour has it that horses might well be involved too. Sorry, I thought that Joan wasn't in it?



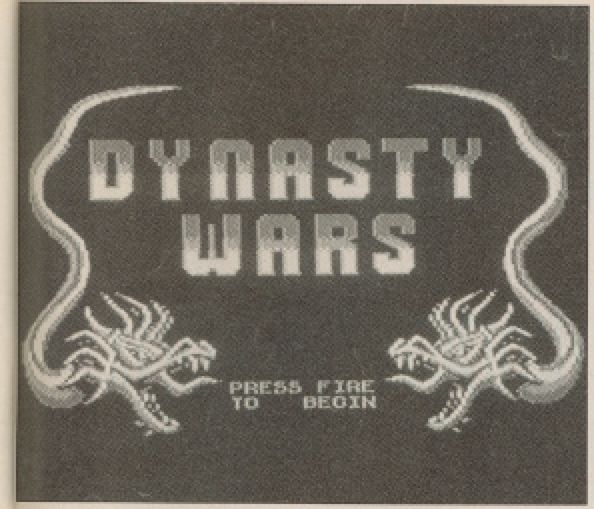
Across the wonderful scenery the horse did plod.



And flame did spit from his big stick and the doctor told him to take a rest!

There are four heroes to choose from. They all have silly names, but let's face it. If your enemy was called Thung Choc, you'd need a silly name to combat him wouldn't you? Anyway, each person has two seperate ratings - physical power and mental power. This affects the amount of severe death that each person can hand out. Physical power lets you deal out megadeath with your chosen weapon, whilst mental power lets you cast lots of magic spells. Generally the higher the mental power the greater the potential power your hero can obtain.

The game is right to left scrolling. Your chosen hero sits on horseback and gallops across the landscape. Here's where the fun starts, as the Choc's great forces rise up to meet



There's no Carringtons here . . .

you. There are little scouts who sneak after you with long knives, trying to slit your throat. There are archers who fire flaming arrows at you. Warriors run towards you brandishing their broadswords. All of them can be dispatched with a quick thrust of your weapon which is controlled by a variable power meter. Holding this down and releasing it lets the weapon fly at your enemies.

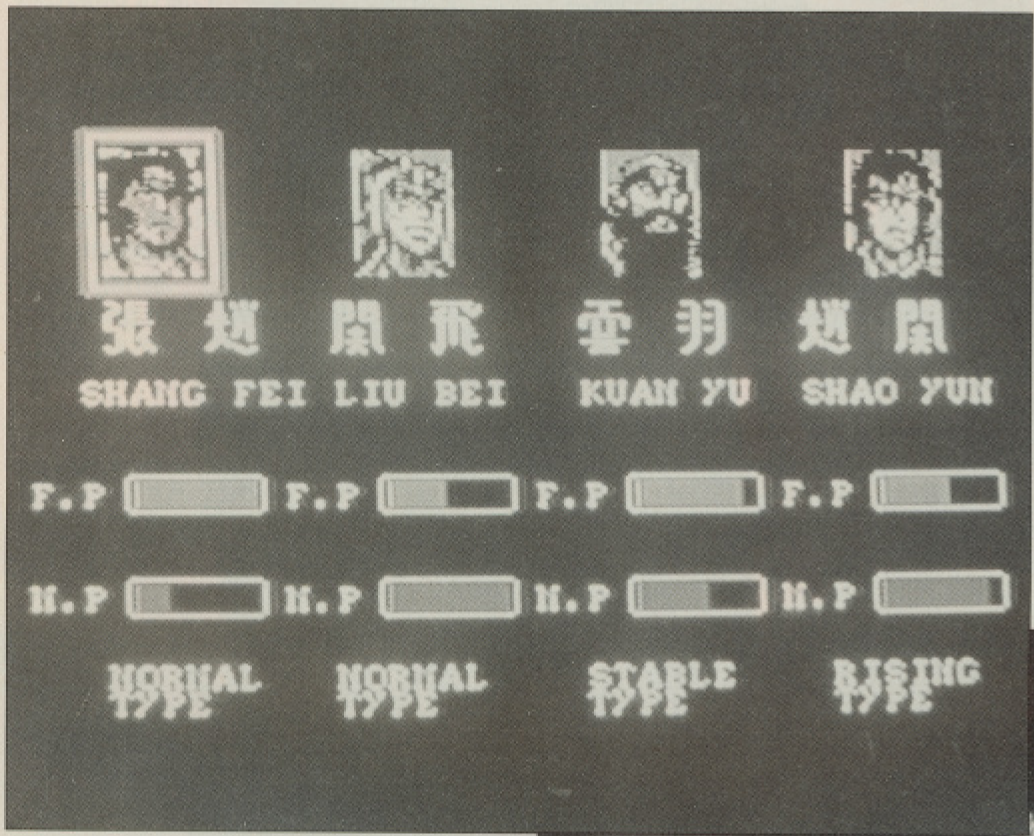
The maximum power is a devastating slicing thrust. Also by holding down the power meter until maximum lets you use a special ability if it is highlighted. This power varies from place to place, and might be a fireball or a landslide. These affect your magical ability and drain your physical power. At the end of the level there is a general who is big and nasty and has a big weapon. He has an energy bar which is reduced by damage from your weapon or magic spells. He is suitably evil as you'd expect from the general to a massive leader of the opposing Dynasty, and is surrounded by loads of his meatiest minions. Wipe him out and you can progress to the next level.

The graphics are very nice, with plenty of electric blues and greens and browns being used. The animation is superb, and the sound is nice too. Fans of shoot-em-ups, beat-em-ups and horse-em-ups should love it.

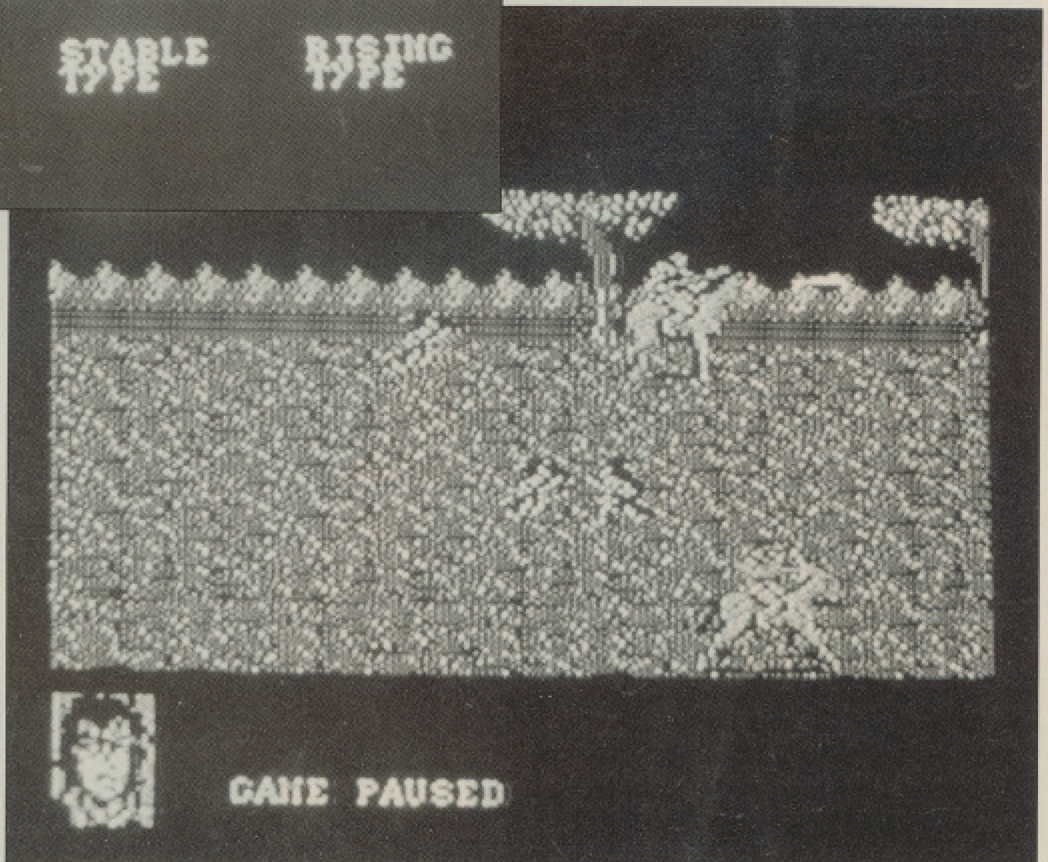
Fax

Horse Meat

Shergar, who was kidnapped some years ago, has not been seen since.
Glue is often made from dead horses.
Certain kebab traders use horsemeat.
For an example of horsemeat, see the soap opera Dynasty.



Four ugly mugs to choose from, five including your reflection.



Ooo, two horsies!!

skorebox

8 7

6 8

overall 84


YC
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ALIENS (US VERSION)

Alternative - £2.99

Coo, I remember coming out of the cinema at around midnight after watching Aliens. No granny, dog, or even lampost escaped the hot leaden death that my fingers expelled in an effort to emulate the big screen actions. And when Activision released the UK version, expectations were not only high, but fulfilled.

The US version was not as accurate in the suspense and sheer horror as its UK counterpart, but nonetheless, it was, and still is, a great game.

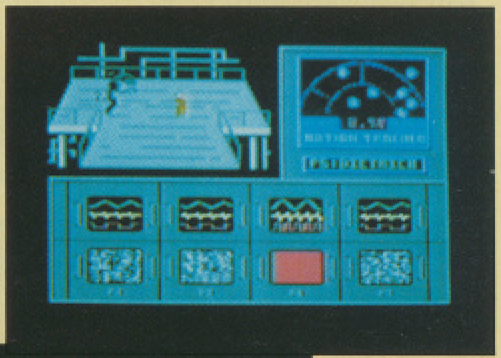
Being multi-load, you will be forgiven for casting several doubts, but each of the sections are very playable indeed, and there are passwords for each level that allows you to enter that level at the beginning.

The graphics are typical of American Activision games



(Ghostbusters, Pitfall) and although rather basic, they serve their purpose rather well. The gameplay too is of a high standard. Although the game has none of the dark mood of its big screen counterpart, now that it's hit a budget price, care of Alternative, it's worth a go as a piece of nostalgia.

RH





SKORE
78



SKORE
82

19 BOOT CAMP

Summit - £2.99

Paul Hardcastle is long gone, and not many will remember his number one smash hit N-n-nineteen. Cascade though, who released this game at full-price in the Past, certainly did, and had a trilogy of games based upon the hit single lined up. Only one game appeared though, and here it is.

It's not half bad, for a completely macho affair, and it comprises of four 'training' sections. Each will allow you to display your pigeon

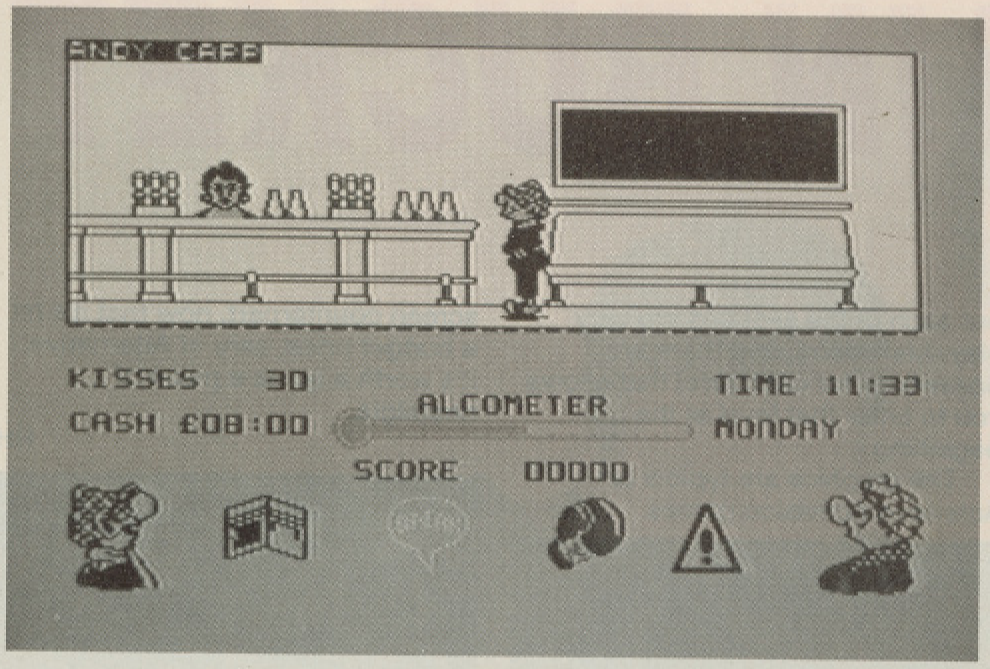




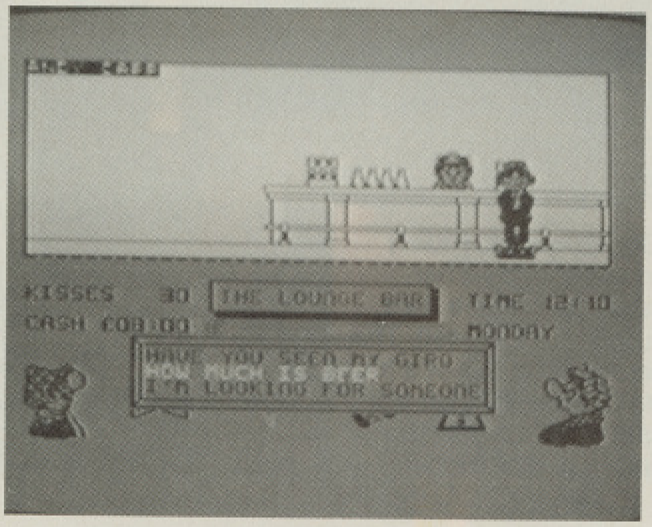
sized muscles and Adrian Pumphrey like reflexes (erm... erm... erm... I've got... erm... good... erm... reflexes).

The first is based on a assault course and is probably the hardest of 'em all. Second is the best, as it is a rifle range that is seen through the sight of your weapon (no ooers from me!). The third is a jeep driving section much in the mould of Buggy Boy. And the fourth and final section is hand-to-hand combat with your drill instructor. If the sequel(s) were also available, the game would be a little more worthwhile, but it's a good value buy at £2.99 for almost four complete games!

RH



ANDY CAPP



Alternative - £2.99

Yet another rerelease, yet another big name license, and yet another crappy game hits the streets.

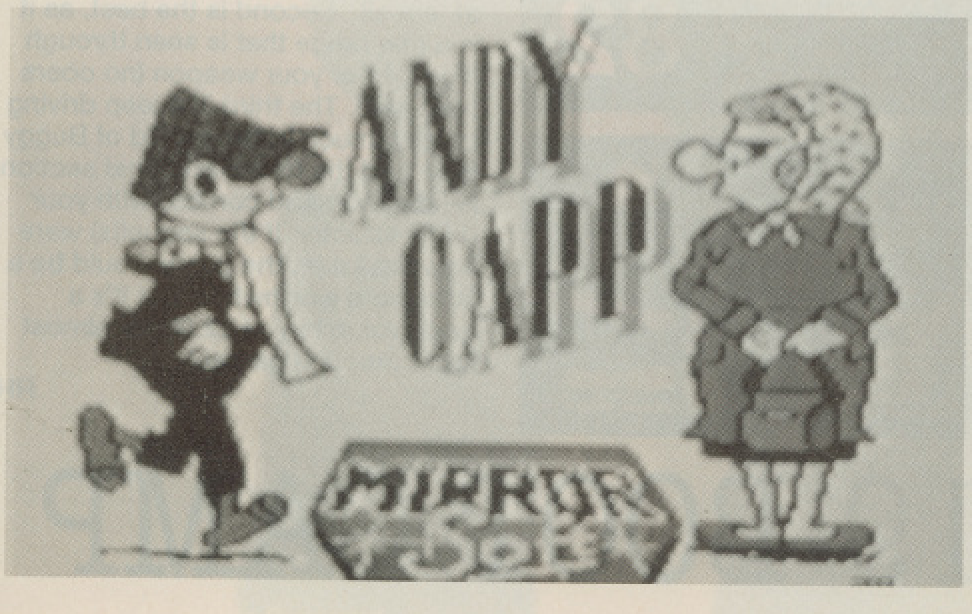
Andy Capp, as I'm sure you already know, is based on the very popular long-running comic short in the Daily Mirror, and is about as funny, and inventive as its counterpart.

You are the beer swilling, wife-cheating, police-skipping lout who must raise cash in order to give Flo her housekeeping. I have never encountered a game that is quite so slow and boring even though it has pretty girls and plenty of lager.

It's a sort of arcade adventure, and the characters are fairly well animated as they plod around the streets of wherever, the backgrounds though are absolutely abysmal and the gameplay is so tenuous it's better than a Mogodon for putting you to sleep. Mirrorsoft were the culprits the first time round, now the company famed for Pro Mountain Bike Simulator has succeeded to find a worthy successor to the steamy pile of poo crown. Not so much Andy Capp, more Andy... You can guess the rest.

RH

SKORE
10



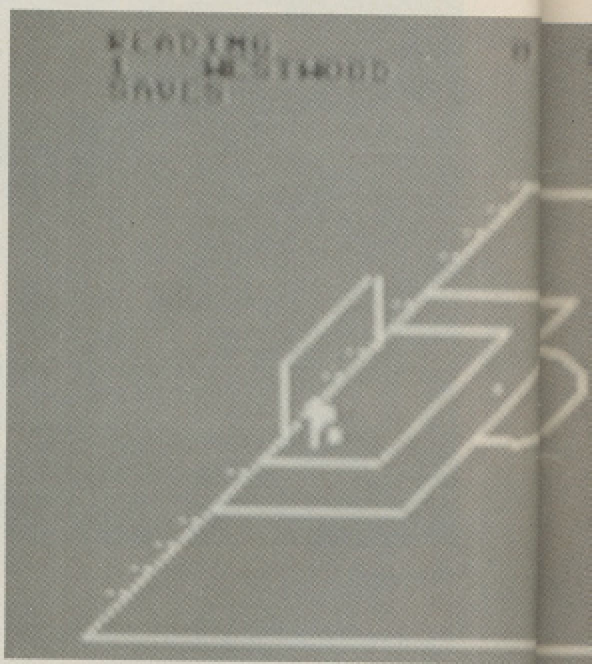
COUNT DUCKULA

Alternative - £2.99

Alternative was the first budget company to release original, big licenses at a budget price, and it has had much success at doing so (with Postman Pat and Thomas the Tank Engine being just two), and now Count Duckula (the cartoon spin-off from Dangermouse) gets the home computer treatment. Programmed by Enigma Variarions (now a company in its own right, with several cartoon licences of its own coming up), Count Duckula manages to capture the Cosgrove Hall production wonderfully.

Instead of thinking up a new idea and hoping that it would work at a budget price you can be forgiven for reworking an old theme as long as it is done well. And CD is.

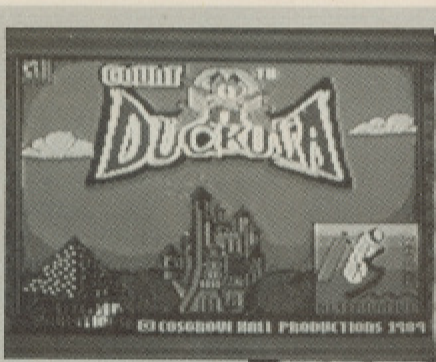
The game owes much to the adventure/platform games of the past, and as the fowl vampire you must find a magical saxophone in order to transport you back to your beloved home in the darkest,

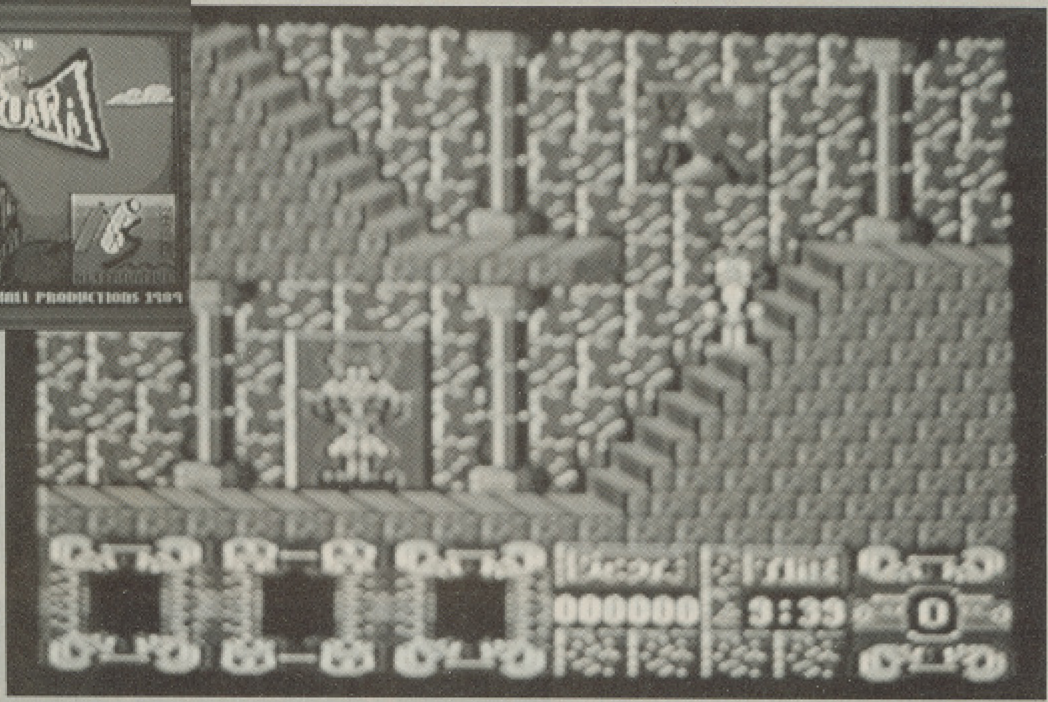


Summit - £2.99

You're probably becoming rather fed up of football games at this very moment so TOUGH!!! We've got another one!

This is yet another rerelease, and my faint memory allows me to visualise a time when I ran home clutching this game after paying the necessary wonga. It promised

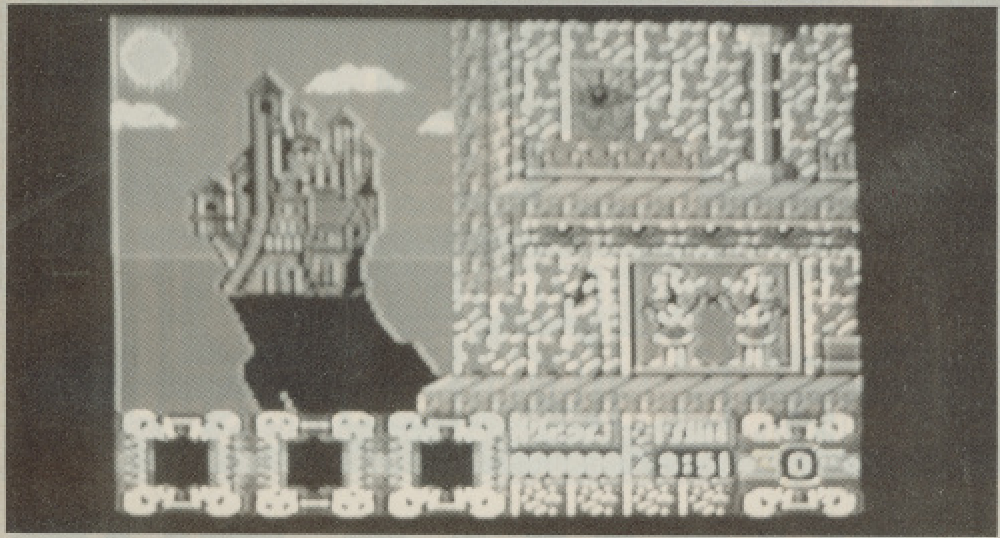




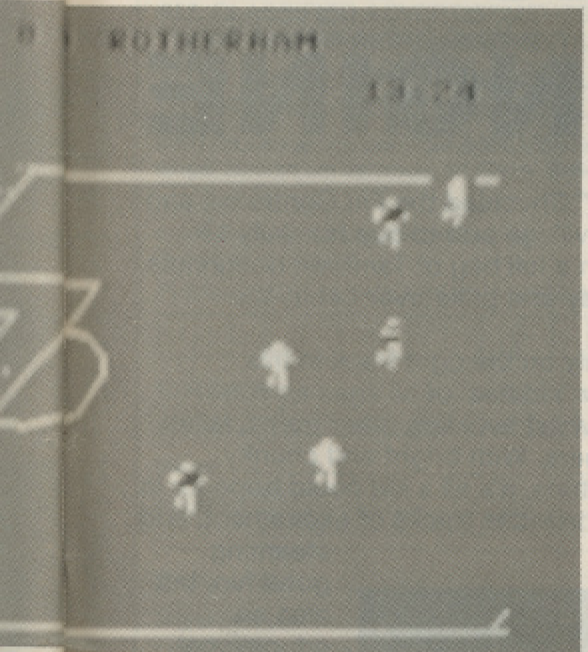
dampest Transylvania. This is not as easy as it sounds though, as it is hidden in this enormous pyramid that is inhabited with bats and mummies (but not so many daddies).

The graphics are nothing short of superb and are very similar to their animated counterpart (i.e. they move smoothly, and comically). The music is bearable for about two minutes and then the volume control becomes a necessity. A winner though (at a budget price anyway) is normally made up of terrific gameplay and average everything else, Count Duckula has far more going for it.

RH



SKORE
91



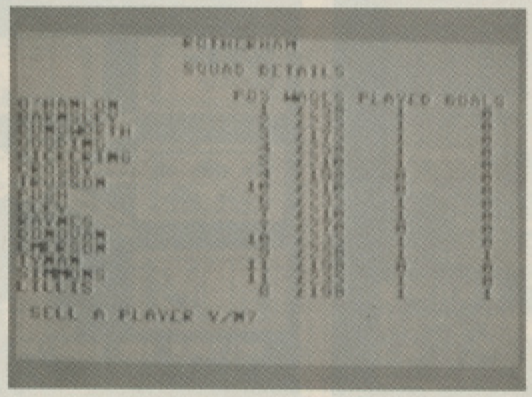
THE DOUBLE

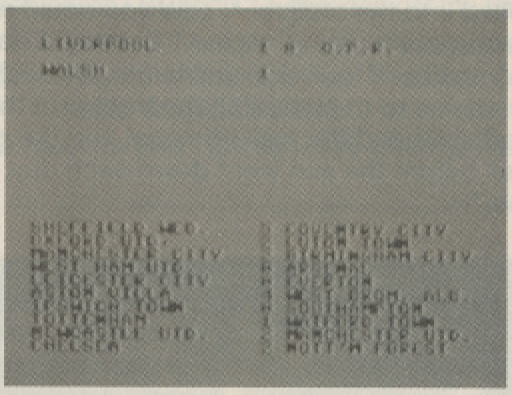
everything that no other footy management game could deliver at that time, and the promises were not unfounded, but there was one tinsy winsy prob. THE GAME WAS SO SLOW!!!

It took about half a minute for each result to go through the vidiprinter, and there were results for each game in the three divisions. Even the gates for all the matches were displayed, and when it came to the cup matches, well, you had to sit through around half an hour of slow moving graphics just to get to the outcome of your match (or if you've been knocked out already, somebody else's).

This is a real shame cause the basic management structure is superb, with scouts not reporting the skill levels that a player has, but a personal report on how good they think that player is. It's a sort of Tracksuit Manager on valium.

RH





SKORE
56

SOOTY & SWEEP

Alternative - £2.99

And now it's a big welcome to the Sooty & Sweep computer show - starring Sooty and his ever-amazing magic wand, that rascal Sweep armed with a scary water pistol, and good old Soo, who's always around when trouble looms.

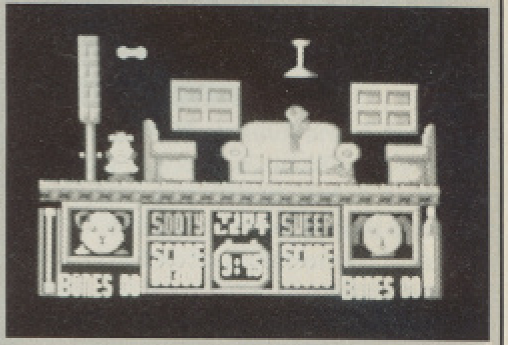
Yep kids, your fave terrible fluffy twosome will be in big trouble cos Matthew is out and that scamp Sweep has not only left his dirty old bones all over the house but he has also left the door to the garden wide open and let all the creepy crawlies creep and crawl all around the house.

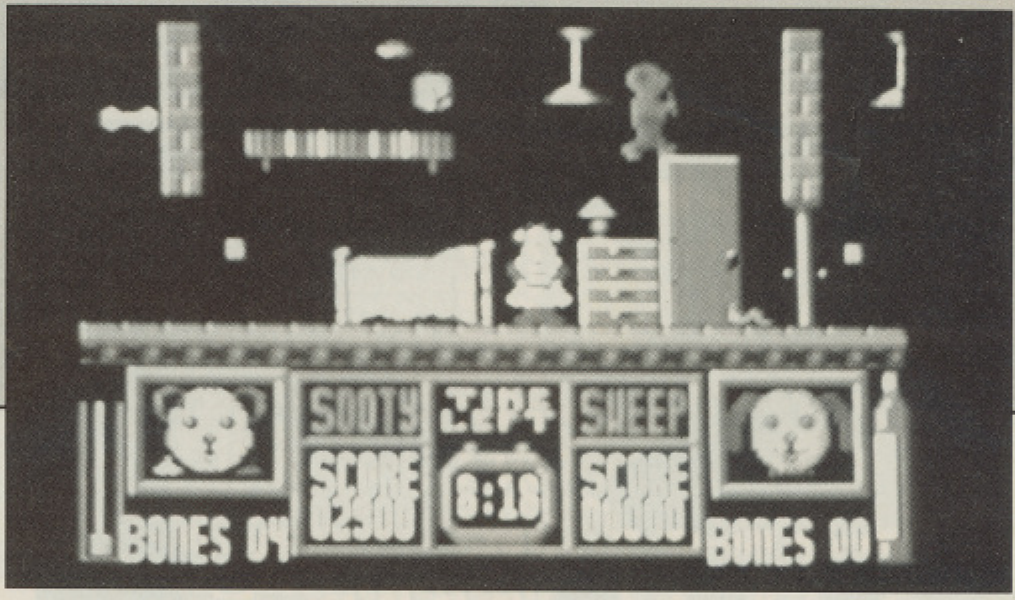
So it's "Izzy Wizzy let's get Bizzy!" as you attempt to save the day by collecting up the bones, which have been left in the most awkward places, whilst avoiding the bugs. And that's about it really. Slapstick fun can be had in a two-player game snatching bones off each other or throwing gooey custard pies (something I've always wanted to do to Rik!).

Basically the only magic trick I'd want to do would be to wave my magic wand and make the game disappear off screen! Even in grown-up mode the gameplay is annoying and incredibly boring. Give me Harry and the TV Show any day!

BG

SKORE
49





THOMAS THE TANK ENGINE

Alternative - £2.99

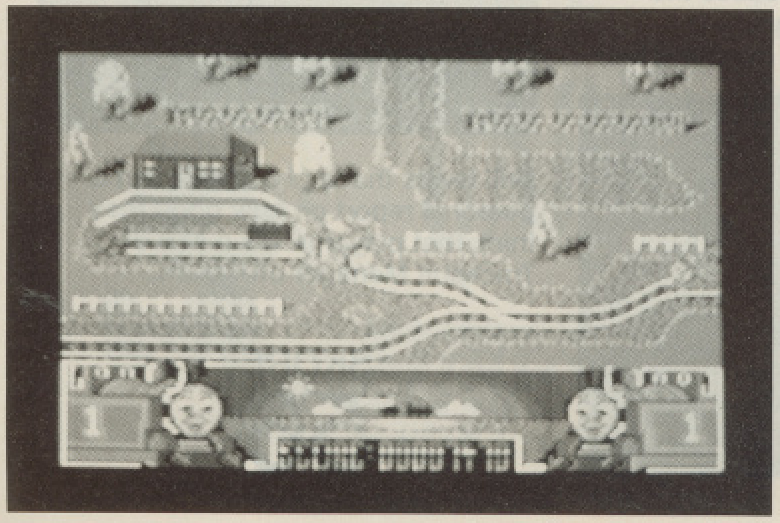
After a hard week's work, full steam ahead, poor Thomas rolled into the station. "I said you could rely on me, I've been such a useful engine." Beamed Thomas to the Fat Controller. "I took the children to the seaside, the medicine to the hospital, the tractor to the broken bridge and delivered the mail, the coal and the oil to the refinery - all before the sun went down each day, just as you told me."

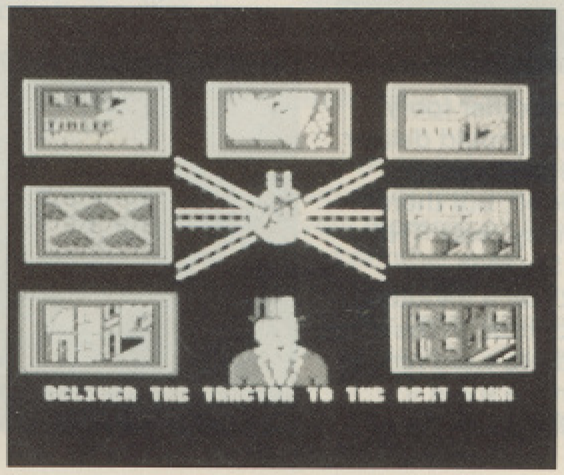
"Well done Thomas!" Chuckled the Fat Controller, and he strolled down to the village pub to sup his daily 15 pints of soda pop, down a full bag of Tandoori doughnuts from the village takeaway and puke over Lenny the Lampost!

Alternative is certainly on the right track in this endearing little game for 'kiddies' of all ages as you complete all the tasks whilst avoiding other trains, fallen objects and dodgy corners. With bright and chunky graphics and a bouncy tune, it's all a kid could hope for in a game which not only provides tracks of excitement, and steaming good fun, but also an educational excuse to play a game. A right riveting ride!

BG

SKORE
85





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THE PURPLE PUZZLE PAGE



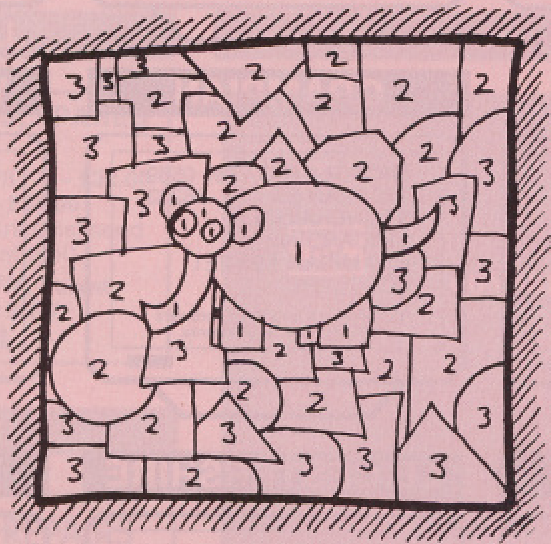
Bloop! Here I am with more puzzles that'll stretch your puny human minds so far that you'll be new worldwide flight paths

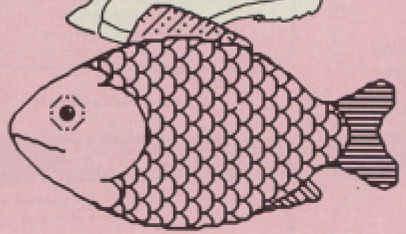
Why did the monkey fall out of the tree?
He was dead.

Why did the koala bear fall out of the tree?
Cause he was holding on to the monkey's hand.

Why did the squirrel fall out of the tree?
He thought it was a game.

Colour by numbers
Colour The following numbers like so: 1=BLACK, 2=BLACK, 3=BLACK.
Whar have you got
Answer: An empty Bic biro





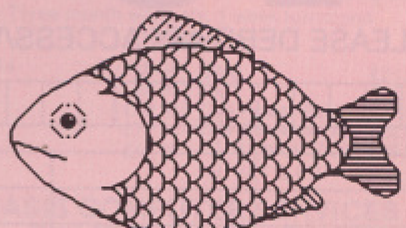
Spot the ball

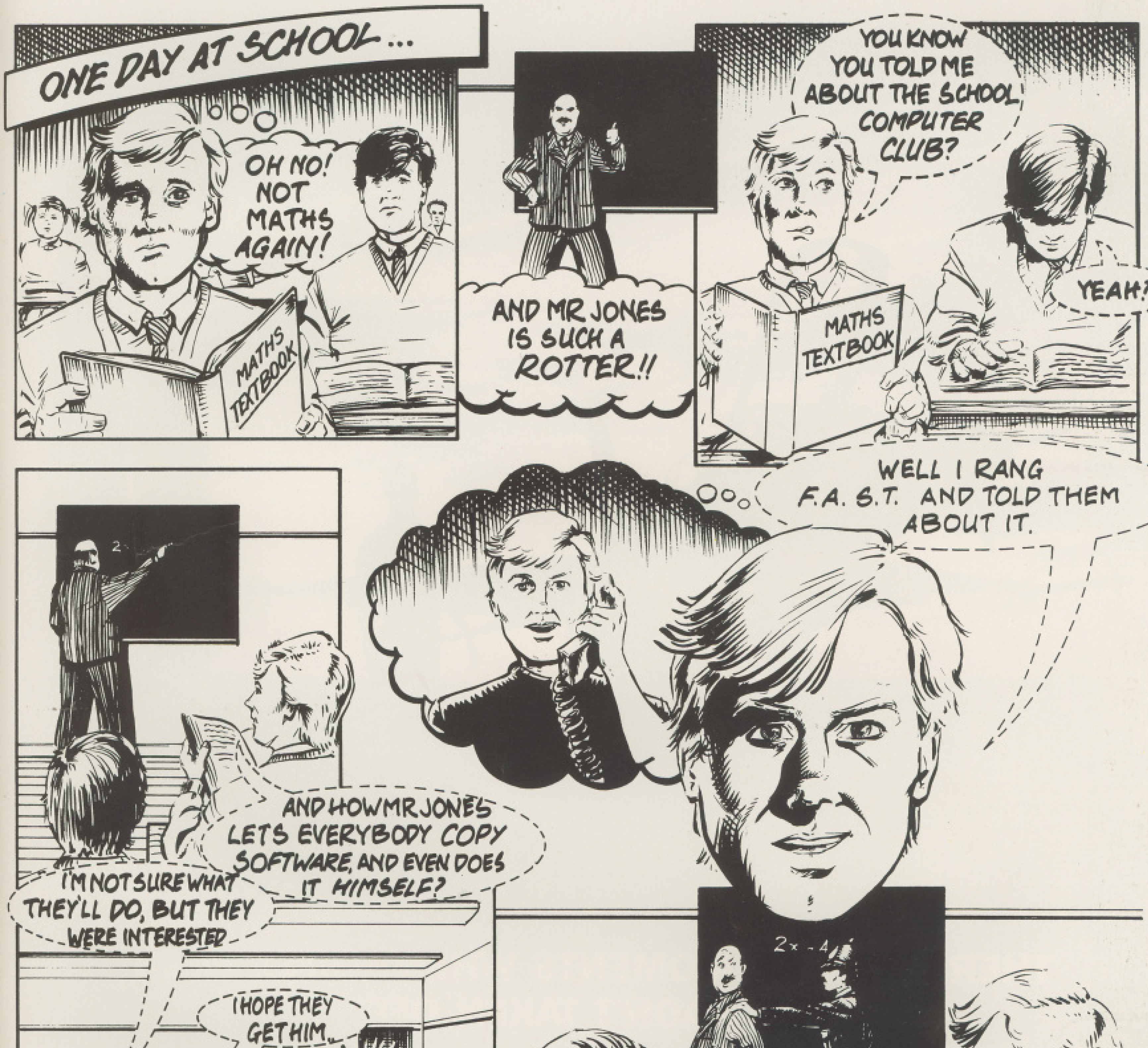
Can you spot the ball in the action picture below?



My first is in Robert but not in Ray,
My second's in now and also today,
My third is in orange but missing in blue,
My fourth is something that we all see through,
My fifth is in nose and also in knee,
My sixth is in grass but not in a tree
What am I?

Answer: B0RING!!!




ONE DAY AT SCHOOL...
OH NO! NOT MATHS AGAIN!
MATHS TEXTBOOK
AND MR JONES IS SUCH A ROTTER!!
YOU KNOW YOU TOLD ME ABOUT THE SCHOOL COMPUTER CLUB?
YEAH?
MATHS TEXTBOOK
WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT.
AND HOW MR JONES LETS EVERYBODY COPY SOFTWARE, AND EVEN DOES IT HIMSELF?
I'M NOT SURE WHAT THEY'LL DO, BUT THEY WERE INTERESTED
I HOPE THEY GET HIM
THEN I'LL SHARE THE REWARD WITH YOU!!

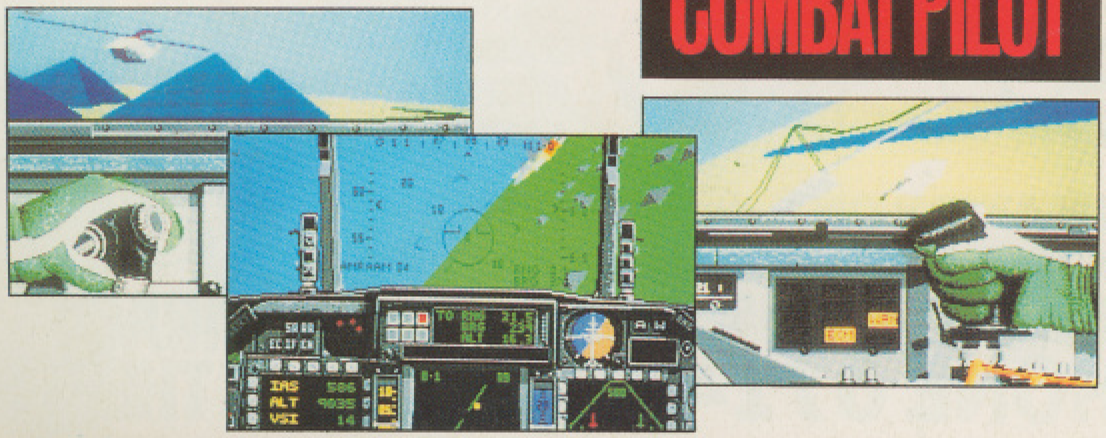


I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

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